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NORTHWEST ANIME CONVENTION

SAKURA-CON

10 YEAR ANNIVERSARY

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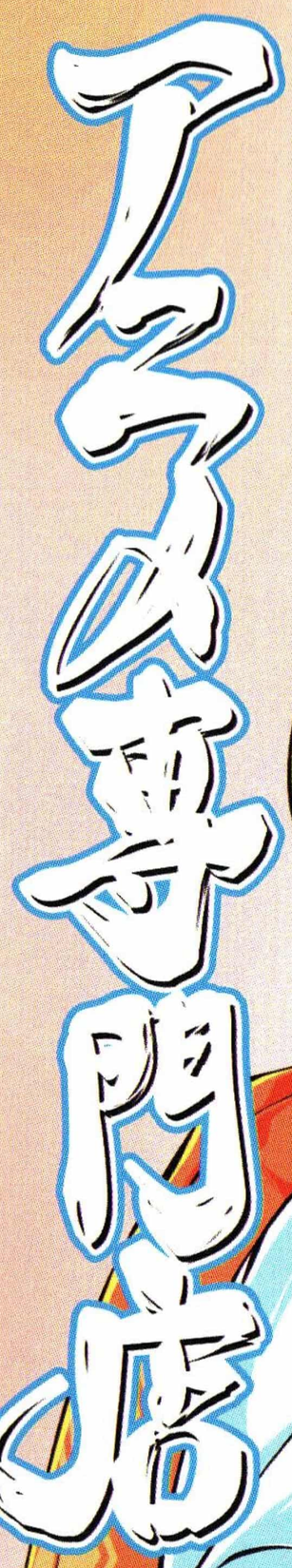

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Celebrating 10 Years!

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Pass booth will be open for those with hotel rooms to pick up their priority seating wrist bands on Friday from 5 p.m. to 8 p.m. and Saturday from 9 a.m. to 12 p.m.. To receive a priority seating wrist band one must be on the Hotel reserve list and show picture ID. Only the individual registered for the room can pick up the wrist bands and only for the number of people listed for the room (no more than 4).

Asia Northwest Cultural Education Association (ANCEA) is a registered non-profit corporation dedicated to educating the public about Asian culture through traditional and contemporary media. Every year, ANCEA participates in various cultural and educational events but our main event is Sakura-Con. Thanks for supporting ANCEA and Sakura-Con with your membership!

Sakura-Con is the oldest and most well attended anime convention in the Pacific Northwest. What an accomplishment! Back in the days of "Baka-Con", our founders wondered if they'd even make that first year successful. Created with a full 24 hour, jam-packed-full-of-action experience in mind, Sakura-Con has continued to keep each year full of fun, education, and non-stop activity for anime fans from all walks of life! We hope you'll have trouble deciding what event to check out next because it's that hard to choose just one!

Sakura-Con includes musical performances, Guest of Honor participation, discussion panels, gaming, musical performances, contests, cosplay, theaters and an exhibitor's hall for the sale of merchandise by third party vendors. Donor sponsors help support Sakura-Con by contributing everything from swag bags, promotional support, major theatrical releases and guests of honor. Be sure to check out our sponsor list and express your thanks to these vital contributors.

ANCEA/Sakura-Con is a membership based all volunteer organization. No member is paid for their participation as per our organization's Bylaws. As such, we are truly "by fans for the fans". As a non-profit, all proceeds from Sakura-Con go back into supporting the ANCEA mission directly. The controlling administrative body for ANCEA/Sakura-Con is an Executive Board democratically elected by the voting membership (Sakura-Con staff) after first being nominated by the general member pool (Sakura-Con attendee members and Sakura-Con staff). This means YOU have a chance to become more involved if you choose. The first round of nominations occurs at the Assault and Flattery session at the end of the convention, after that they continue on our message board forums. Or, you can continue to support ANCEA / Sakura-Con by just enjoying Sakura-Con, which we hope you will do regardless. The choice is up to you! Check out our Sakura-Con policies for more details on your membership. Thank you, and have a great time at Sakura-Con!

For all of our hard-working Volunteers.

ありがとう

Thank You

We couldn't have done it without you!

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Sakura-Con 2007 - *The Anime Odyssey Continues...*

CHRISTINE O. GREGOIRE
Governor

STATE OF WASHINGTON
OFFICE OF THE GOVERNOR
P.O. Box 40002 • Olympia, Washington 98504-0002 • (360) 753-6780 • www.governor.wa.gov

Greetings from the Governor
April 6 - 8, 2007

I am pleased to extend warm greetings to all of those attending Sakura-Con 2007, sponsored by the Asia-Northwest Cultural Education Association (ANCEA). I am certain that this three-day, 24-hour convention will be an exciting and memorable event.

For the past ten years Sakura-Con has been delighting fans of Japanese animation (anime), Japanese comics (manga), and video gaming. Sakura-con has grown to be the premier anime convention in the Pacific Northwest, featuring a great array of exhibits, panels and entertainment. I congratulate the ANCEA and its hard-working volunteers on growing this event to the cultural icon that it has become.

In addition to being an entertaining venue for anime fans, Sakura-Con encourages literacy, cultural awareness, and exploration of the performing arts. I commend ANCEA for its commitment to promoting a shared understanding and appreciation for our diversity. Washington State is privileged to enjoy a rich cultural heritage, and events such as Sakura-Con play an important role in educating the public about our commonalities as well as our differences.

Please accept my best wishes for an enjoyable event and continued success in the years to come.

Sincerely,

Christine O. Gregoire
Governor

SAKURA-CON
Pacific Northwest Anime Convention

www.sakuracon.org
www.ancea.org

3702 South Fife St. Suite K2,
PMB 78, Tacoma WA. 98490.

Dear Friends and fellow fans of Anime,

It is my pleasure to welcome you to the Tenth Anniversary of Sakura-Con. The staff this year has put forth an amazing effort to make this year's celebration one to remember.

This is the third year I've been Chair of this Convention, and it seems every year I have problems knowing what to say. So, I think I'll tell a story.

A couple of months back, my friend Dan and I were grabbing some lunch at Crossroads Mall. Dan and I have been friends for about as long as we've been seriously into Anime. About sixteen or seventeen years. Behind us, there was a person, in either his early to mid-twenties. Relatively non-descript as far as appearance. What jumped out at us was that he was wearing a "Ranma ½" T-shirt. Dan leans over to me and says,

"Fifteen years ago, whe'd've known that guy."

I nodded in agreement. Fifteen years ago, it seemed like we knew everyone who was an anime fan. I started thinking of how much had changed. Fifteen years ago, the only Convention I knew of was Anime-Con, which would later become Anime Expo. Ten years ago, Baka-Con, which would become Sakura-Con, was about the size Sakura-Con's staff is now. Instead of third generation, un-subtitled VHS tapes, I can go to just about any store that sells DVDs and buy Anime. So, why, when Anime is so readily available, have Conventions continued to blossom, expanding to the size and popularity they are now? I could grab seven different people from the halls, and hold seven different panels, and no matter what the answer, I think they'd all be right, but I think it's something like this. Now, when I go down the streets of Seattle, we can all see a T-shirt, and say "Hey, I know that guy, he's an Anime fan, and he goes to Sakura-Con."

Welcome to Sakura-Con's 10th year, and to the Convention itself, Happy Birthday.

John Krall
ANCEA President
Chairman Sakura-Con 2007

City of Seattle • Office of the Mayor

GREETINGS

April, 6, 2007

Greetings!

On behalf of the City of Seattle, it is my pleasure to welcome you to the Asia-Northwest Cultural Education Association's (ANCEA) 10th Annual Sakura-Con Festival.

Seattle is proud of its vibrant Asian arts and cultural communities. Our city is fortunate to be the home of one of the world's most renowned collections of Japanese, Chinese, Korean, and Southeast Asian art located at the Seattle Asian Art Museum.

In addition, Seattle is a hub for technological innovation and is home to many businesses in the computer and video game industries. ANCEA's dedication to art, technology, and education reflects our community's spirit and diversity.

I hope you find this year's festival to be enjoyable and educational. Best wishes and congratulations on 10 years of success!

Sincerely,

GREG NICKELS
Mayor of Seattle

Welcome to Sakura-Con 2007

Celebrating 10 Years!

King County
Ron Sims
King County Executive

April 2007

Dear Friends,

It is my sincere pleasure to extend a heartfelt greeting to everyone attending the Asia-Northwest Cultural Education Association's (ANCEA) 10th annual Sakura-Con. To those of you visiting our beautiful region, welcome to Martin Luther King Jr. County!

Much of this region's strength, pride and prestige can be attributed to the diversity of cultures and traditions represented by our residents. Sakura-Con is a wonderful celebration that provides a platform for shared understanding and recognition of similarities and differences through animation, culture, and the performing arts. This region is very fortunate to host such a wonderful event that promotes Asian cultural education through both contemporary and traditional Japanese media.

I commend ANCEA, its members and supporters for working tirelessly to present Sakura-Con each year. Your dedication to strengthening community ties through beauty and appreciation of art and culture is appreciated. I am happy to witness your continual efforts to make a lasting and positive impact on the entire region.

Again, I congratulate and honor ANCEA for 10 years of sharing the unique art of animation. Best wishes for a wonderful festival and continued success in the years ahead.

Sincerely,

Ron Sims
King County Executive

Welcome to the 10th Anniversary of Sakura-Con. Come on in, everyone's waiting!

CONSULATE-GENERAL OF JAPAN
601 UNION STREET, SUITE 500
SEATTLE, WASHINGTON 98101
PHONE (206) 682-9107 FAX (206) 624-9097

Greetings from the Consul General of Japan
April 2007

It is with my great pleasure that I extend greetings to all participants of the Tenth Annual Sakura-Con Pacific Northwest Anime Convention. Please let me also express special congratulations to the Asia Northwest Cultural Education Association (ANCEA) for reaching this ten-year milestone; an important accomplishment signifying its excellent leadership and Sakura-Con's year-after-year success.

Sakura-Con provides a venue for the discovery and appreciation of modern Japanese-pop culture, including manga and anime, which are deeply rooted in the cultural traditions of Japanese history. Fun-filled programs and activities at Sakura-Con also provide ample opportunities for all of us to understand the cultural diversity and the necessity of friendship among people with different backgrounds including age, ethnicity and country of origin.

I would like to highly commend all the efforts by ANCEA and the many contributions of volunteers who are engaged in this remarkable event, which will certainly promote the strong ties shared by Japan and the U.S.

Best wishes for an enjoyable event and continued success in the years to come.

Kazuo Tanaka
Consul-General of Japan, Seattle

SAKURA-CON
Pacific Northwest Anime Convention

www.sakuracon.org
www.ancea.org

3702 South Fife St. Suite K2,
PMB 78, Tacoma WA. 98490.

Dear friends, fellow anime fans, and guests,

I have been privileged this year to write the opening letter, usually reserved for the Chair of the organization, as I happen to be one of the founders of this convention. I look at how much it's changed over the years and...wow! It's hard to believe it's the same thing I helped begin.

Welcome to our 10th annual Sakura Con! It seems only yesterday that we started this wild idea of a convention for anime fans when there wasn't one. It was a risk, a dream, and a hope that over the years, you all have come to love and support. In this year of celebration of a decade of Sakura Con's we thank you as a staff for your undying support.

For Sakura Con 2007, we've pulled out all the stops. There's more gaming, more guests, and some incredible music for you to enjoy! In honor of ten years of anime dreaming, we've brought back some old faces as well as many new guests. We hope you take advantage of the opportunity to meet and enjoy them all.

In our second year in the Washington State Convention and Trade Center, we've worked to better utilize the facility to give you as fans maximum enjoyment. Our staff has worked together and planned hard all year to give you the most wonderful experiences possible. Please take the time to thank them as, they all truly deserve it!

Many of you didn't attend or weren't around for our early years of struggle and survival. In this convention book, you will find an article I was asked to write that will truly show what we as fans have worked hard for over the years in order to help bring you not only the convention, but anime in a greater form to the Northwest. I hope you all enjoy it.

I like to think that Sakura Con and ANCEA have played a large role in history, as have other conventions in various parts of the country, in enhancing the potential and showing companies the marketability of anime. As many of us who are older know, in the past this wasn't the case. Just as you have all supported the convention over the years, you also have supported yourselves giving western companies the green light to take the risks, buy the rights, and bring those favorites series that we as fans all love and enjoy! It's again because of your support we're all able to buy anime as easily as your local video store down the street.

Additionally, Sakura-Con and ANCEA have made great strides in using anime as a spring board to more understanding of Asian and, especially, Japanese culture. Our mission has broadened and been more fulfilled as we've grown. Today we have the support and participation of many notable Asian cultural associations which we are very thankful for.

In closing, I want you all to think about the future. What's to come? Where will we be? Please take the time to fill out the survey's included in your convention packets and let us know. We're here for you to continue to put on the best show possible- "for fans, by the fans"
Thank you for all the wonderful years. Thanks for supporting anime in the great Pacific Northwest!

Daniel C. Harrison
Vice Chair
Sakura Con 2007

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Sakura-Con 2007 - *The Anime Odyssey Continues...*

Akitaroh Daichi
大地　丙太郎

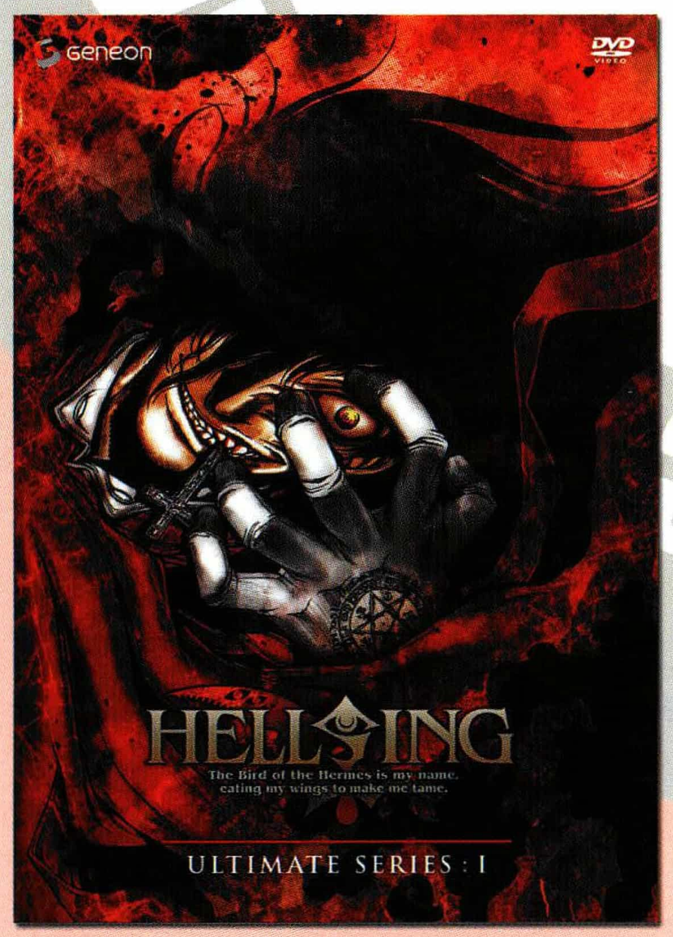
Anime Creator and Director Akitaroh Daichi 大地 丙太郎 has returned for his second Sakura-Con. Mr. Daichi is the Creator of such successful shows as *Elf Princess Rane, Jubei-chan 1* and *2, Grrl Power* and *Now and Then Here and There*, among others. Mr. Daichi is also know for the direction on such hits as *Kodomo No Omocha* (Child's Toy), *Akazukin Cha Cha* (Little Red Riding Hood Cha Cha), *Nurse Angel Ririka*, and *Fruits Basket*.

Akitaro Daichi is a native of Gunma Prefecture and a graduate of Tokyo Polytechnic University. His first work in the industry was as photography director for the Doraemon movie *History of Nobita's Outer Space Trailblazing* (ドラえもん のび太の宇宙開拓史). After 5 years Daichi changed jobs and worked for a video production company making karaoke videos, but he later returned to the anime industry and focused on directing. In 1994, he attracted attention for his directorial work on *Akazukin Chacha*, and 1995 he made his debut as a series director on *Nurse Angel Ririka SOS*.

Hiroshi Nagahama
長濱　博史

Sakura-con welcomes Anime Director and Designer Hiroshi Nagahama 長濱 博史 to Sakura Con as a returning Guest of Honor. Mr. Nagahama is known for his design work on many titles such as: *Samurai Deeper Kyo* (Opening animator, Package Cover Design), *The Cockpit* (Mecha Design), and *Revolutionary Girl Utena* TV series (Concept Design, Mecha Design, Animation Director). Directorial titles to his credit include: *Jubei-chan: Secret of the Lovely Eyepatch* (Assistant Director), *Now and Then, Here and There* (Storyboard, Assistant Director), *Sexy Commando Gaiden: Sugoiyo Masaru-san* (Storyboard, Assistant Director, Animation Director) and *Fruits Basket* (Storyboard, Assistant Director, Opening and Closing Animation Animator). His latest directorial release is *Mushishi.*

Celebrating 10 Years!



Kouta Hirano 平野 耕太

Kouta Hirano 平野耕太 is the colorful manga-ka most famous for his manga *Hellsing.* Starting his career first as a manga-ka's assistant, Hirano-San has become a celebrated figure for creating a series known through out anime fandom as setting a new standard for gothic storytelling.

Yasuhiro Nightow 内藤 泰弘

Yasuhiro Nightow 内藤 泰弘 is a Japanese manga-ka and game creator who created the anime and manga *Trigun*. Nightow has been a manga artist for about eleven years, and is recently popular thanks to the U.S. release of *Trigun. Trigun, the TV series*, had a limited broadcast run in 1998 yet proved to be quite popular. Yasuhiro reportedly enjoys toy collecting and nori.

Nightow also created the characters and story for the *Sega/Red Entertainment* anime and third-person shooter video game series *Gungrave*.

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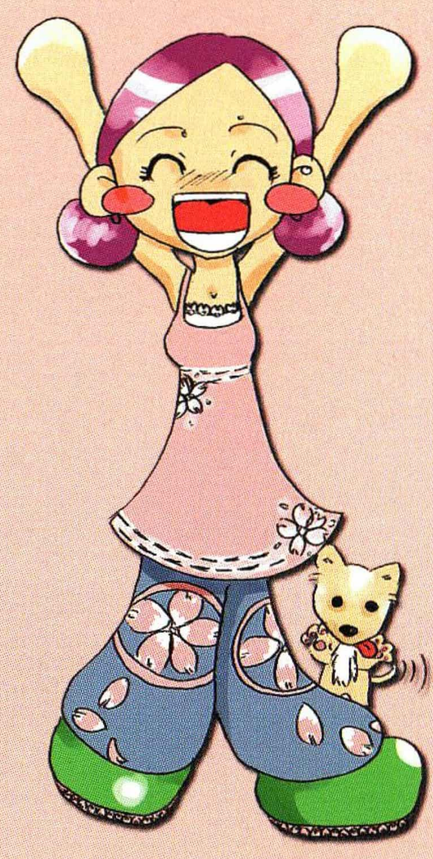

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Celebrating 10 Years!

Kaori Nazuka
名塚　佳織

Kaori Nazuka 名塚 佳織 is the voice actress behind such well known roles as: Subaru of *.hack//sign* (TV), Kisa Soma of *Fruits Basket* (TV), Lala-Ru of *Now and Then Here and There*, Chiriri in *Bottle Fairy*, Ao in *Grrl Power* (TV), Usuzu Chan in *Di Gi Charat Nyo* (TV), and Eurika in *Eurika 7* among many others. We are excited to welcome her for her first ever Sakura-Con.

Charity Auction

Since Sakura-Con's creation, Sakura-Con has made donations to the Make-A-Wish foundation through the venue of its Charity Auction. The attendees have helped make donations that have nearly doubled in amount each year, and in 2004 the donation amounted to over $14,000! Items that have made the auction what it is range from limited edition video/DVD box sets, books and CDs to autographed posters and personal sketches from the Japanese and American Guests of Honor. The Charity Auction will take donations up to the time of the auction itself, but the convention encourages any donations to be made before then. If you would like to know more about the Make-A-Wish Foundation and what the Sakura-Con Charity Auction money goes to, you can visit the Make-A-Wish Foundation homepage at www.wish.org."

Sumi Shimamoto
島本　須美

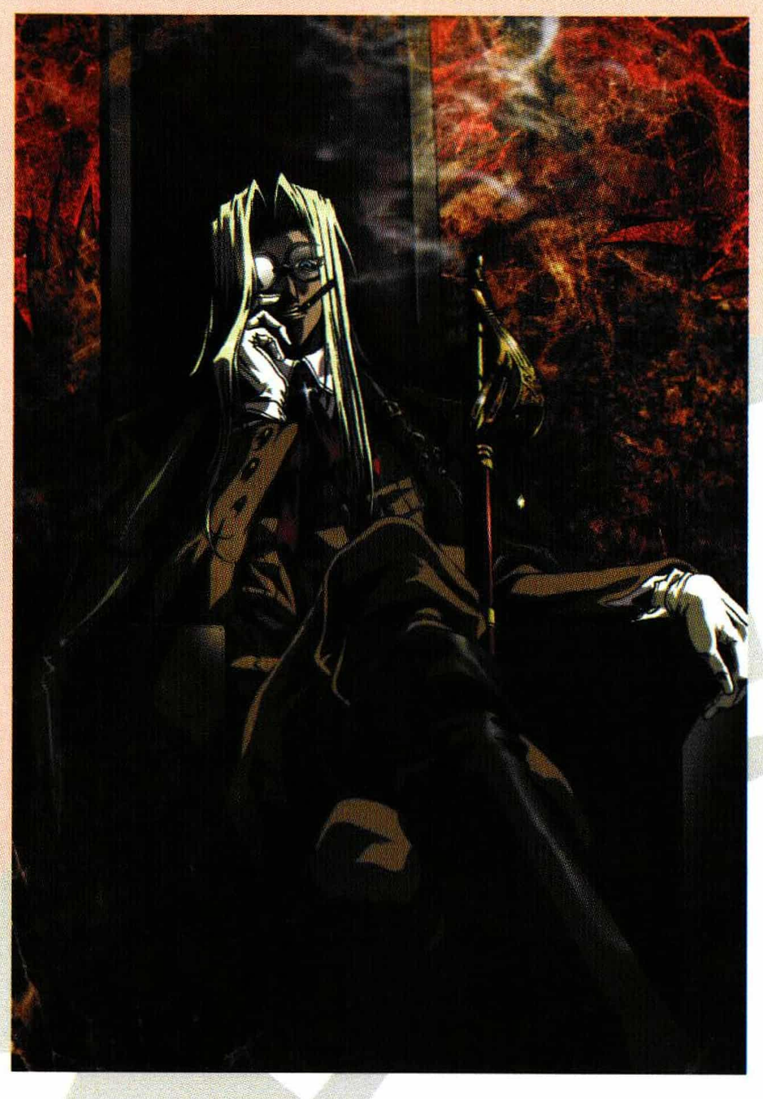
Sumi Shimamoto 島本 須美 is an accomplished Japanese voice actress born in Kochi, Kochi Prefecture, Japan. After graduating from the Toho Gakuen College of Drama and Music, she joined Gekidan Seinenza, a theatrical acting troupe

- *Nausicaä of the Valley of the Wind* (Nausicaä)
- *My Neighbor Totoro* (Yasuko Kusakabe)
- *Princess Mononoke* (Toki)
- *Lupin the Third: The Castle of Cagliostro* (Clarisse d'Cagliostro)
- *Maison Ikkoku* (Kyoko Otonashi)

Sakura-Con 2007 - *The Anime Odyssey Continues...*

Hideyuki Kurata
倉田　英之

Hideyuki Kurata 倉田英之, making his second Sakura-Con appearance, is the script writer for many popular anime such as: *GUNxSword* (TV) and most recently, *Hellsing Ultimate* (OAV). He is well known as the ingenious creator of *Read or Die* (manga, OVA and TV). He has also written screenplays and/or scripts for *Magical Girl Pretty Sammy* (OAV), *Battle Athletes* (TV and OAV) and *Excel Saga* (TV) among many others.



On the Cover, in no particular order:**

日本国 Nippon
アニメ Anime
美少女戦士セーラームーン Pretty Soldier Sailor Moon
天地無用! Tenchi Muyo!
鉄腕アトム Astro Boy
ナルト Naruto
ブリーチ Bleach
ちょびっツ Chobits
彼氏彼女の事情 His & Her Circumstances
愛天使伝説ウェディング・ピーチ Wedding Peach
ふしぎ遊戯 Fushigi Yugi
こどものおもちゃ Kodacha
フルーツバスケット Fruits Basket
らんま½ Ranma ½
宇宙戦艦ヤマト Space Battleship Yamoto (Starblazers)
妖しのセレス Ayashi no Ceres
少女 Shoujo
少年 Shonen
ドラゴンボール Dragon Ball
ワンピース One Piece
ファンサービス Fan Service
めぞん一刻 Maison Ikkoku
カードキャプターさくら Cardcaptor Sakura
萌え Moe!
美鳥の日々 Midori Days
プリンセスナイン如月女子高野球部 Princess Nine
魔物ハンター妖子 Devil Hunter Yohko
ヘルシング Hellsing
吸血姫美夕 Vampire Hunter Miyu
鋼鉄天使くるみ Steel Angel Kurumi
カウボーイビバップ Cowboy Bebop
もののけ姫 Princess Mononoke
千と千尋の神隠し Spirited Away
となりのトトロ My Neighbor Totoro
風の谷のナウシカ Nausicaä of the Valley of the Wind
魔女の宅急便 Kiki's Delivery Service
ハウルの動く城 Howl's Moving Castle
ガン×ソード Gunxsword
エクセル・サーガ Excel Saga
フルメタル・パニック! Full Metal Panic
鋼の錬金術師 Full Metal Alchemist
ドラえもん Doraemon
少女革命ウテナ Revolutionary Girl Utena
マッハGoGoGo Mach Go Go Go (Speed Racer)
ポケットモンスター Pocket Monsters
遊 戯 王 Yu-Gi-Oh!
新機動戦記ガンダムW Mobile Suit Gundam Wing
吸血鬼ハンターD Vampire Hunter D

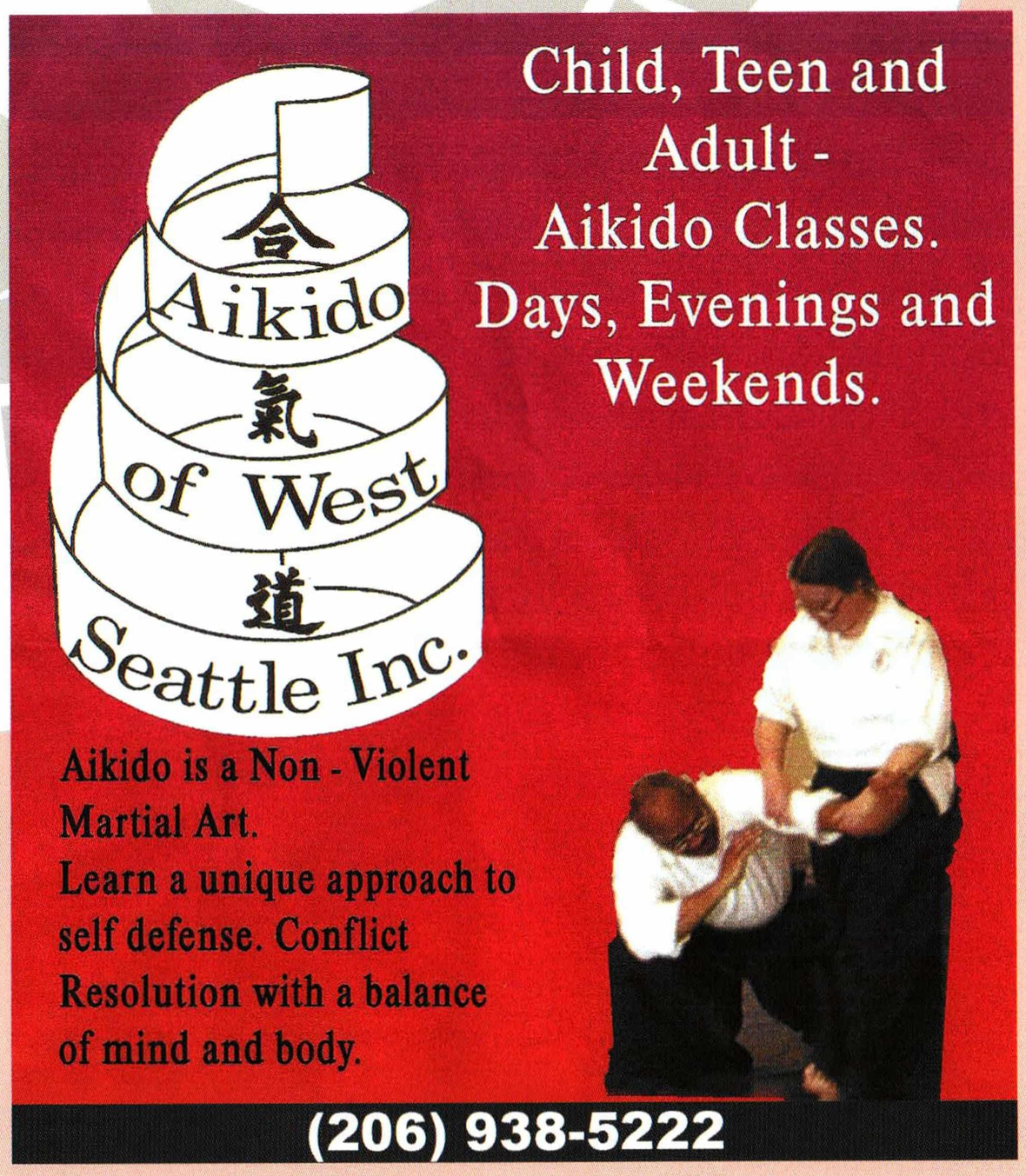
**Please note: On the cover, these can be read up to down, left to right.

Celebrating 10 Years!

Tsubaki Grand Shrine
椿大神社

You see them in your favorite manga and anime all the time. Shrines play an important role in the religions and culture of Japan. Did you know that the northwest is host to an authentic Japanese shrine? Tsubaki Grand Shrine of America is the traditional Jinja Shinto Shrine located on a pristine 25 acre site near Granite Falls, Washington. Less than one hour from Seattle or the Eastside and open to visitors the Tsubaki Grand Shrine of America is a way to learn more about this aspect of Japanese culture.

Sakura-Con is honored to have Tsubaki Grand Shrine of America bless the convention during opening ceremonies.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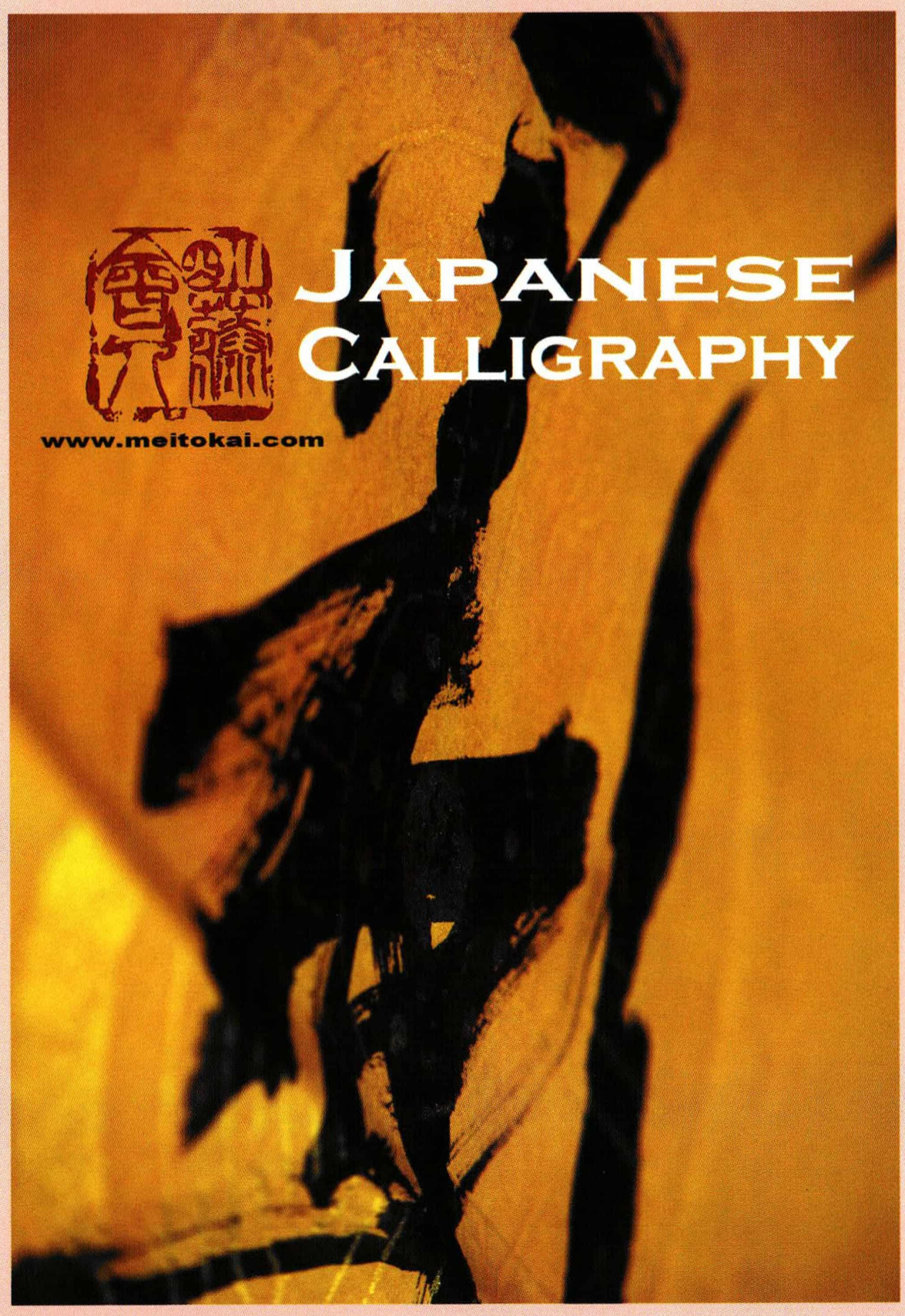
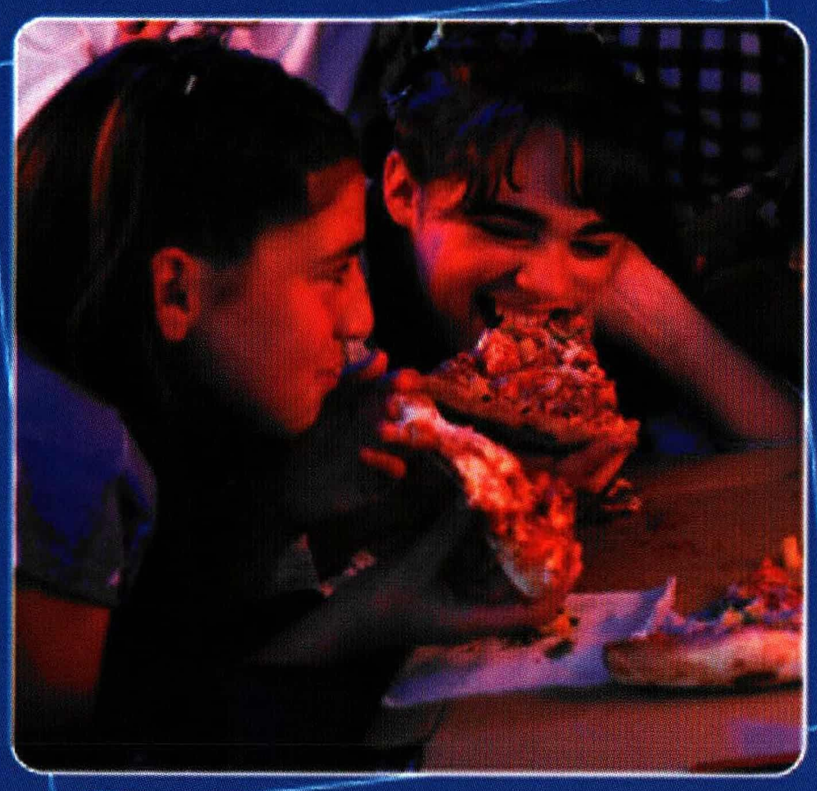


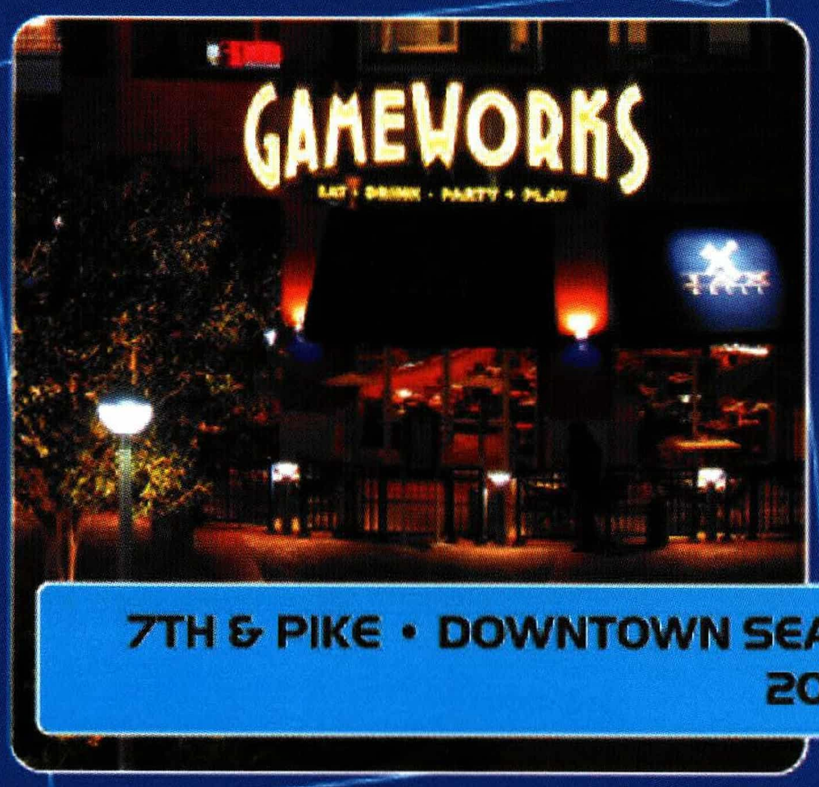
One World Taiko
太鼓

One World Taiko is a professional Japanese drum ensemble that captivates audiences with their heart pounding sounds, dynamic movement and rhythmic grooves. Their taiko (drums) range in size from a 4-foot odaiko to the snare sized shimedaiko. Other instruments include the shinobue, a bamboo flute, and traditional percussive instruments. One World Taiko's music is drawn from Japan's tradition of lively festival drumming along with their own creative rhythms, arrangements and choreography, adding their energetic spirit to the ancient art of taiko. Their repertoire includes arrangements of traditional pieces and original compositions which are infused with rhythms inspired by jazz and world music.

One World Taiko will be performing on Saturday.

Cultural Guests





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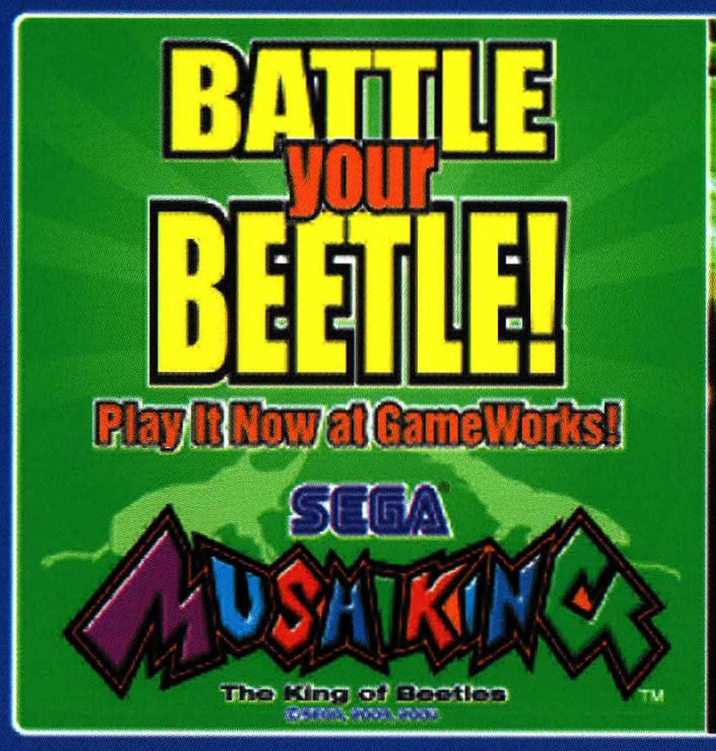

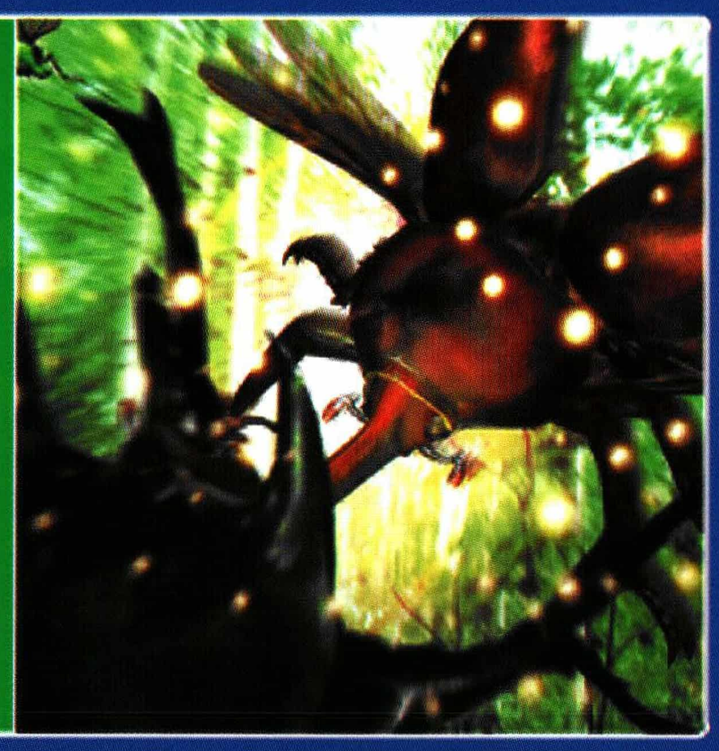

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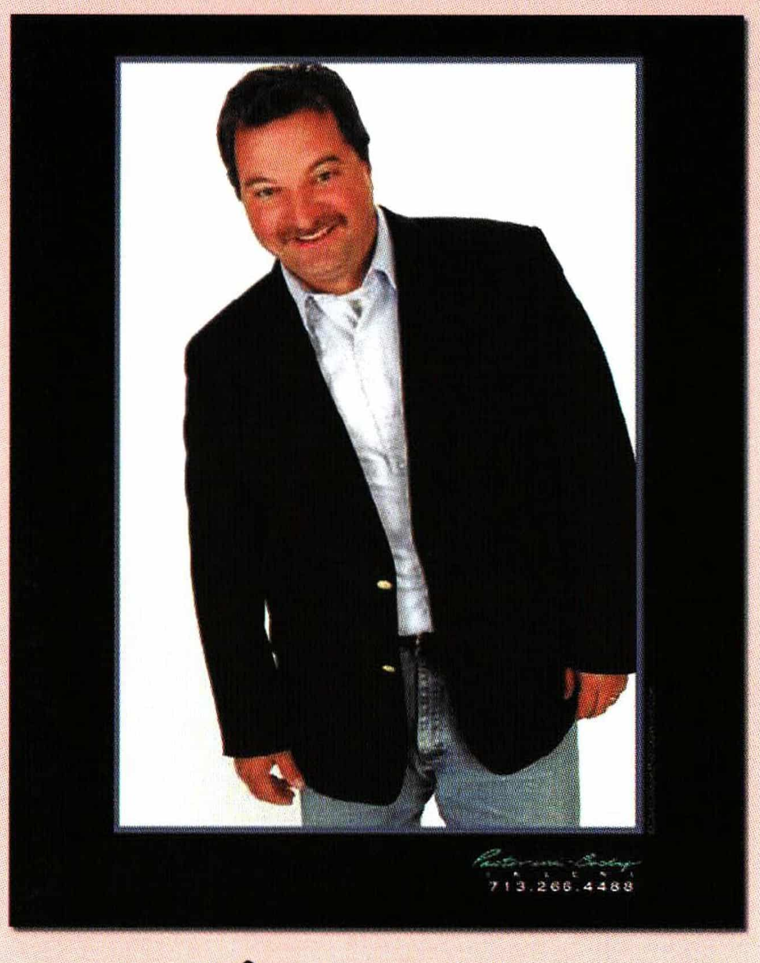
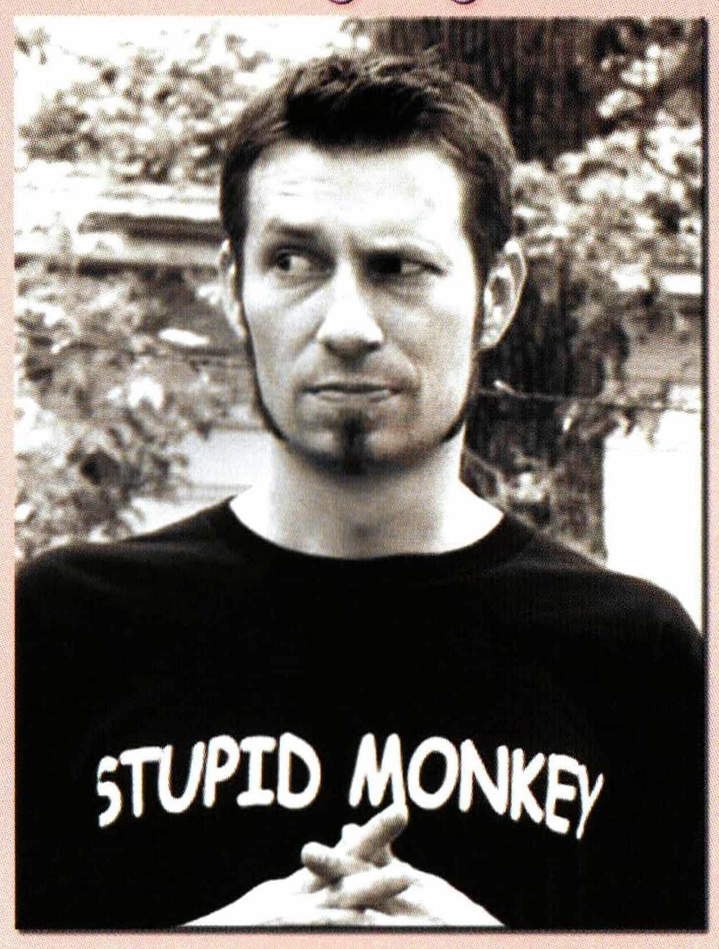


John Swasey

John started down the road of anime in 1997, when he landed his first role in *Golden Boy* with AD Vision. Since then, John has gone on to voice numerous shows and characters with ADV Films, Funimation, and Illumitoons. Being more of the "character actor" type has given John the freedom to voice everything from Vulcan in *Orphen* to Ken in *Kaleido Star*. Other favorite roles include Captain Ahab in *Hakugei The Legend of Moby Dick* and Karl Haushofer in *Fullmetal Alchemist*, as well as roles in the live action films *2009 Lost Memories, Conduct Zero, Yesterday, Jungle Juice*, and the *Gamera* trilogy. In 2004, John jumped to the other side of the "mic" to direct. Some of the shows he has directed include *Wandaba Style, St. Seiya, Shadow Skill, E's Otherwise, Michel, Jinki Extend* and *Shinobi* (live action). John loves working in the world of anime as a director and voice actor. In addition to anime, John has voiced thousands of radio and TV commercials. And if you look fast you can see him in *Ray* and *Dazed and Confused*.



Kyle Jones

Kyle is an ADR Director/Producer/Writer at ADV Films and The Anime Network in Houston, Texas. Some of his titles include *Madlax, Kino's Journey, Papuwa, Saint Seiya, Diamond Daydreams, Kaleidostar* (pilot episode), *Samurai Gun* and *Nadesico: Prince of Darkness*. Kyle has his name on several live-action features as well; including *Dark Water, Guns & Talks, Conduct Zero*, the *Shinobi* series, and of course, *Gamera - Attack of Legion* and *Gamera - Revenge of Iris*. On the Anime Network, Kyle is partially to blame for several of the Poo-Boy shorts. Kyle is also very fond of lending his efforts to the "Special Features" section of the DVD format. He is responsible for the "Conversations with SSS" extra on *Madlax* as well as the sock-puppet-theatre easter egg. He also included a "Literal Translation Dub" throughout the *Shinobi* series. In addition, Kyle interviewed Gamera himself for a commentary on *Gamera - Revenge of Iris*. And, there is always the infamous "Lake Texarkana Gamera" found on *Gamera - Attack of Legion*.

Kyle was born in Dallas and graduated from the University of Texas at Austin. Before making the switch to anime, he worked as an advertising copywriter for 10 years in both New York and Texas.

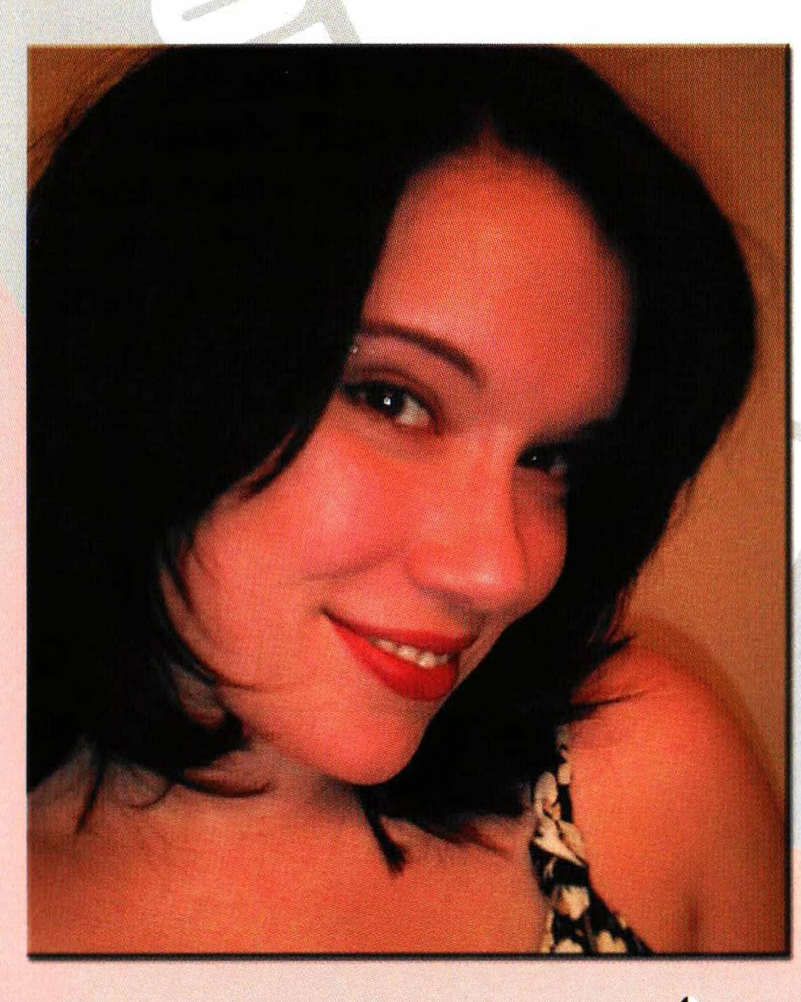
Sakura-Con

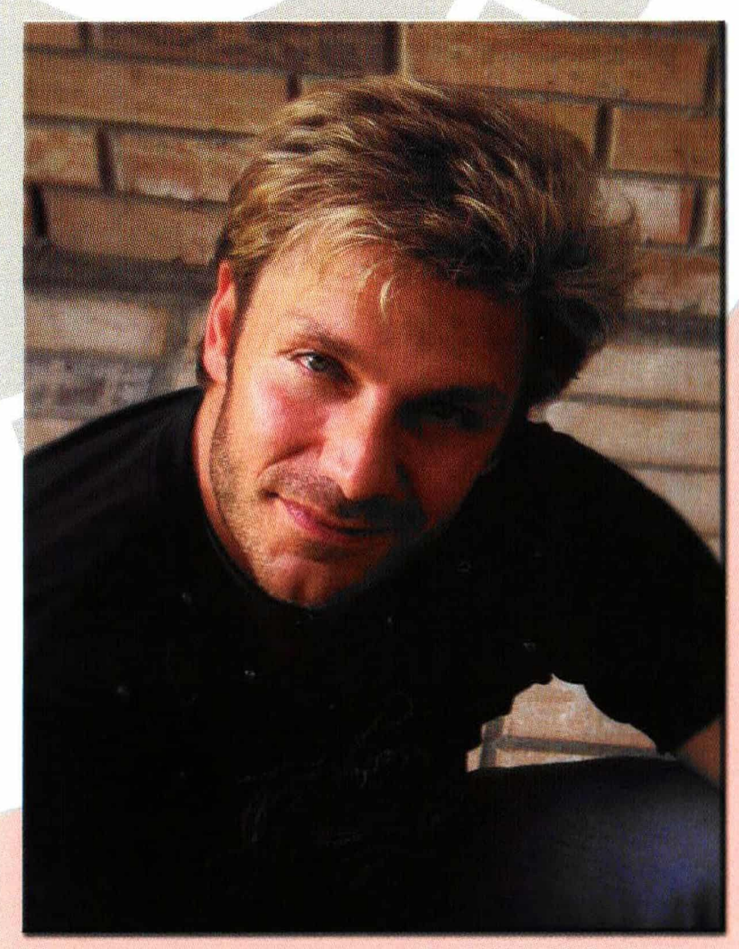
Guests of Honor

Sakura-Con's Guests of Honor have taken time out of their busy schedules to attend. Please respect the privacy of the Guests of Honor. Members will be able to gather autographs of the guests during specified times. Unruly behavior is a "Three Strikes" offense (see section III-Z in Convention Policies) and may result in disciplinary action up to termination of membership.

Policy Reminder

Celebrating 10 Years!





Monica Rial

Monica Rial has been working in the anime voice over industry for over 7 years. As an actress for ADV Films and Funimation Entertainment she has appeared in many anime including: *Angelic Layer, Azumanga Daioh, DN Angel, Excel Saga, Full Metal Panic, Gunslinger Girl, Hello Kitty Animation Theater, Kiddy Grade, Kodocha, Rahxephon*, and many more. In addition, she is an ADR script writer and has worked on scripts for several shows, including *Madlax* and *DN Angel*. She also writes a monthly article, "Monica's Reality Check", for Newtype USA magazine.

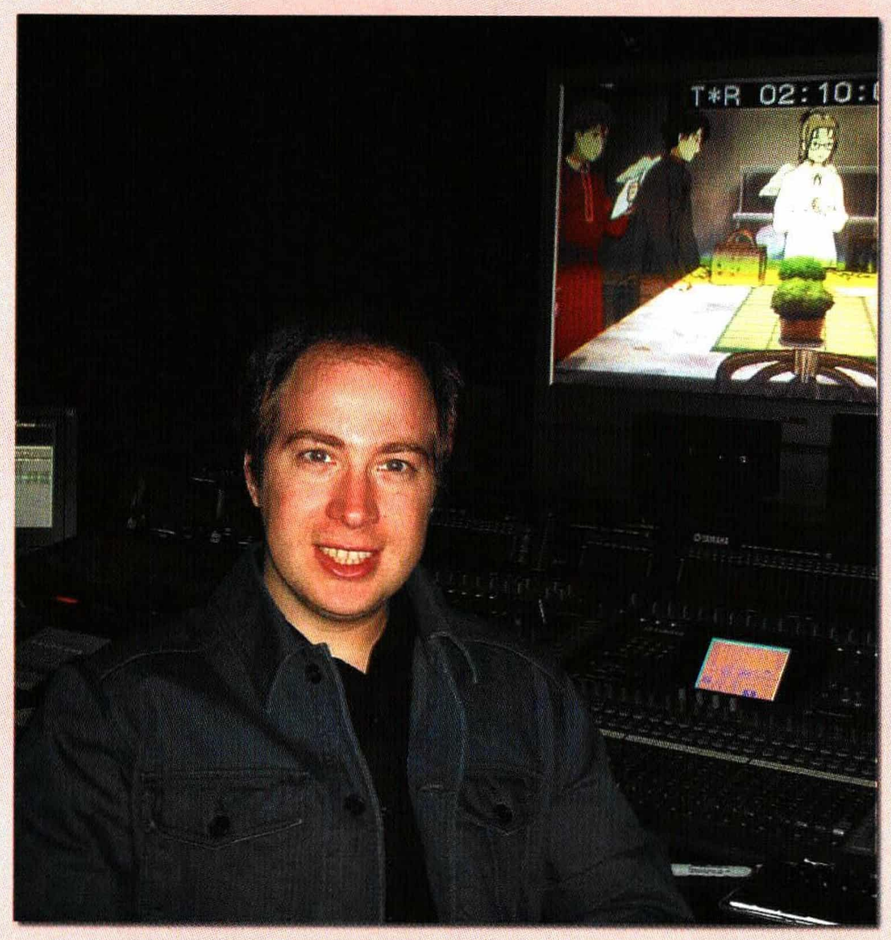
Vic Mignogna

Vic Mignogna is a well known professional music composer/producer and veteran actor who is currently known as the voice of Edward Elric in *Fullmetal Alchemist*. Vic has seemingly countless anime voice acting credits to his name. Most recently he is playing the role of Hikaru in ADV's *Macross*. Vic is known for such roles as Dark in *D.N.Angel*, Tatsu in *Peacemaker,* Kurz in *Full Metal Panic*, Broly in *Dragonball Z*, Kougagai in *Saiyuki*, Mamoru in *RahXephon*, Hiroki in *Princess Nine*, Goemon in *Legend of the Mystical Ninja*, Shougou in *Megazone 23*, Gawl in *Generator Gawl*, and in Playstation II games *Unlimited Saga* and *Yu Yu Hakusho.*

Thought this year was fun?

Sakura-Con 2008 is just around the corner and will be here before you know it! Go online to www.sakuracon.org to preregister at the best possible price, and don't forget to book one of the Convention hotels for the best deal on your accommodations.

Sakura-Con 2007 - *The Anime Odyssey Continues...*



Jonathan Klein

Jonathan Klein is the vice-president, co-founder and co-owner of New Generation Pictures, Inc., a company that has been translating, subtitling and dubbing anime for such major companies as Geneon/Pioneer, Bandai, Urban Vision, Central Park Media, The Right Stuf and TOKYOPOP. Jonathan's work has mainly been as the producer of both English dubbed and subtitled versions for anime, including; *Hellsing and Hellsing Ultimate, Gun x Sword, Kamichu, R.O.D the TV, DearS, Daphne in the Brillant Blue, The Melody of Oblivion, Ghost Talker Daydream, Ikki Tousen, I My Me! Strawberry Eggs, NieA Under 7, Amazing Nurse Nanako* and many other titles. Jonathan also directed the English language versions of *Haibane Renmei, Texhnolyze, Melody of Oblivion* and Anime Insider Magazine 'Best Dub of 2004', *Paranoia Agent*. His current project is directing the English language version of *Ergo Proxy* for Geneon. Besides anime, Jonathan has also directed several video game projects for Square Enix and Namco, including *Time Crisis 4, Valkyrie Profile 2: Silmeria*, and *Romancing Saga*. Beyond working as producer and director, Jonathan's responsibilities also include scriptwriting, script adaptation and even working behind the microphone as a voice actor. Jonathan has voice acted in such shows as Rumiko Takahashi *Anthology*, *Kamichu, Girls Bravo, GunSword, Burst Angel* and *Beck*. And for the last 10 years he was a columnist for the Japanese movie magazine, *Roadshow* where he wrote about the business of the Hollywood film industry.

1) What was the original name of this Convention?
A) Wanime-Con
B) Baka-Con
C) Sakura-Con
D) ANCEA-Con

2) Which of the following cities has not been a site of this Convention?
A) Bellingham
B) Everett
C) Seattle
D) Seatac
E) Tacoma
F) Olympia

3) Around how many attendees were at the very 1st Convention in 1998?
A) 100
B) 300
C) 500
D) 700

4) How many attendees were at the 9th Convention in 2006?
A) 3,000
B) 4,500
C) 6,000
D) 7,500

5) What year was the "world famous" Sakura-Con logo first used?
A) 2000
B) 2001
C) 2002
D) 2003

6) (T/F) Sakura-Con was named in honor of the anime Sakura Wars.
A) True
B) False

7) The annual Sakura-Con charity auction is held to benefit which deserving organization?
A) Children's Hospital
B) Muscular Dystrophy Assc
C) Make-a-Wish Foundation
D) Fred Hutchinson Cancer Research

8) (T/F) There was an official cosplay event held at the 1st Convention in 1998?
A) True
B) False

1. B. Baka-Con; 2. A, E & F; 3. B. 300; 4. B. 4,500; 5. A. 2000 6. False 7. C. Make-a-Wish 8. True

~~~~~Guest Reception~~~~~

The guest reception is an informal social gathering for our guests and members. It's a once in a lifetime opportunity to meet the guests and socialize in an intimate dining atmosphere. In order to preserve the relaxed and friendly nature of this event, all participants are asked to observe some very basic guidelines, as follows: Autographs are disallowed unless explicit permission has been granted by the subject, after eating. No Photography. Refrain from engaging in business or press activities at the dinner, including: interviews, solicitations, requests for other events, etc. Please respect our guests by allowing them to relax and informally enjoy this truly special event.

Invitations are EXTREMELY limited, so get them early or you will miss your chance. There may be an extremely limited number of remaining invitations available for purchase at the Merchandising Booth at the convention for $50. The cost covers the expense of the dinner and will be hosted at the Sheraton on the 35th floor, complete with a bountiful buffet and spectacular view!

Guests of Honor

Celebrating 10 Years!

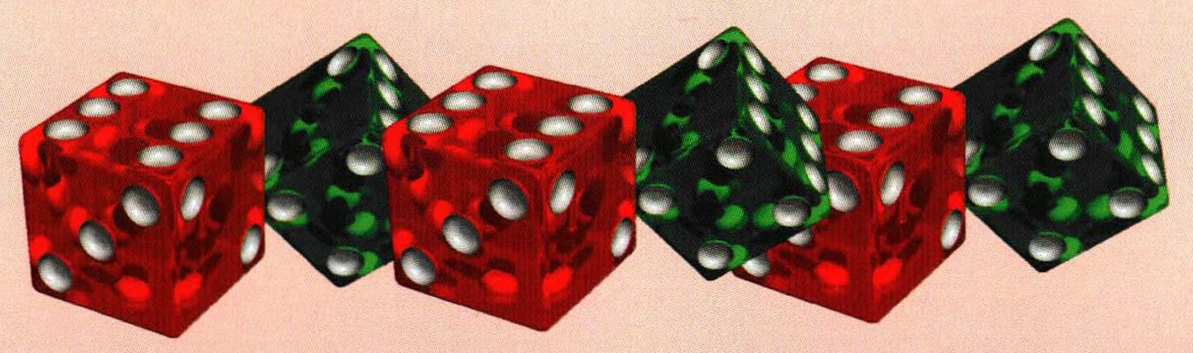
Doug Smith

Doug Smith is an artist, voice actor and “Destroyer of Diceland”. With his skills and his “DiceBeams”, he spreads laughter and fun at anime conventions around the nation. Swing by his table, check out his art or just say “hi”, he won’t vaporize you with his “DiceBeams”... well, maybe not on the first visit anyway!

All sillyness aside, if you’ve seen *Goldenboy*, then you’ve heard Doug’s fabulous work as Kintaro Oe. Curious about his other work? Check it out at **www.imdb.com**, or **www.dougsmithart.com**.

Doug is also an accomplished artist and graphic designer. His current design projects include the cover for the "Voices For Peace" CD, an album to help raise funds for charity. To find out more about this CD and the charities the proceeds are going to, swing by his table and pick up a CD. You can also visit www.voicesfor.com. Doug has also contributed art for Sakura-Con’s 10th Anniversary, and designed Sakura-Con’s familiar round logo.

note
If you don't know "Diceland” is or “Dicebeams", go to:
http://janscottfrazier.com/compulse/content/comics/diceland/diceland1.htm.



K.T. Gray

Katie Gray was born in Washington D.C., and has lived all over the U.S. She spent 4 years in Hollywood studying and working as a fulltime actress. At 25, she has been featured in various primetime television shows and animes. Although she is currently focusing on a music career, she still devotes herself to the role of “Seres Victoria” on *Hellsing*. “I love being Seres Victoria, it allows me to be my rational, calm self in real-life, and a crazy vampire kitten chick in a different reality.” She now resides in the Seattle area.

Spike Spencer

Spike Spencer has been a voice actor since the early nineties. He has voiced hundreds of episodes of Anime including such notable titles as *Evangelion, Battle Angel, Suikoden, Orphen, Spriggan, Nadesico*, and currently in production on *MAR*. He has also voiced many radio and television commercials, video games, and several other projects. An accomplished actor, he has worked with such notable stars as Tommy Lee Jones, Sandra Bullock, Frank Langella, Tia Carrere, and Scott Glenn and has been on set with many other stars. Spike is also an author, including *How to Be A Frickin Genius Voice Actor, Step One, What Happens At The Con, Stays At The Con?*, and a *Dating Cookbook*. Spike is also a screen writer with several projects in various stages. Spike is soon to begin production on his first feature film that he scripted, *Dwindle Down*. Spike has traveled to many parts of the world and enjoys a nice hearty Zinfandel or a frothy pint of Guinness.

Liam O'Brien

Liam is deeply entrenched in the West Coast Anime Mafia--as an actor, a scriptwriter, and an ADR director. His directing/writing credits include *Koi Kaze, GunSword, Rumiko Takahashi Anthology, DearS*, and *Boys Be*. He also writes for *Naruto* and *Bleach*. Some of his most notable roles are Gaara in *Naruto*, Taishi in *Comic Party*, Asaba in *His & Her Circumstances*, Shobu in *Duel Masters*, Maniwa in *Paranoia Agent*, and Vincent Law in *Ergo Proxy*. Other shows he voiced juicy parts in include *Samurai Champloo, Ghost in the Shell: S.A.C., Girls Bravo, Mermaid Forest, Descendants of Darkness, DNA2, Revolutionary Girl Utena, Boogiepop Phantom, Scrapped Princess, Tengho Tenje, KO Beast, Melody of Oblivion, Daphne of the Deep Blue, Appleseed, Final Fantasy: Advent Children, Paradise Kiss, Count of Monte Cristo, Fate/Stay Night, Texhnolyze, Hare+Guu* (and a jillion others). His first foray into American cartoons starts in the New Year with a new *X-Men* project. His voice can also be heard in many video games, including *Devil May Cry 4* (plus motion capture acting), *.Hack, Tales of the Abyss, Seven Samurai 20XX, Front Mission 4, Obscure, Star Ocean 3, Gauntlet, World of Warcraft* and *Castlevania*. On top of that, Liam sometimes acts with his face too. He's spent a lot of time on stage--most recently in a critically acclaimed production of All My Sons, at the Geffen Playhouse in Los Angeles, with Len Cariou, Neil Patrick Harris, and Laurie Metcalf.

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2007

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AuthorGoH

Sakyo Komatsu 小松左京

David Brin デビット・ブリン

ArtistGoH

Yoshitaka Amano 天野喜孝

Michael Whelan マイケル・ウィラン

FanGoH

Takumi Shibano 柴野拓美

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Credit Card memberships will be charged in Japanese Yen. Cash and Checks may be paid in US$, UK£ and EU€ to local agents.

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Adult(20~)	$50	£28	€45	¥6,000	$220	£125	€186	¥26,000
Voted	$0	£0	€0	¥0	$110	£63	€90	¥13,000
Young Adult(13~19)	$35	£20	€29	¥4,000	$165	£83	€124	¥17,000
Child(7~12)	--	--	--	--	$80	£44	€67	¥9,000

E-Mail: info@nippon2007.org **http://www.Nippon2007.org/**

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"Nippon2007" is a service mark of Japanese Association for Science Fiction International Communication(JASFIC), a registered non-profit organization in Japan.

Sakura-Con 2007 - *The Anime Odyssey Continues...*

Gabe and Tycho

Tycho and Gabe are the writing and art duo to Penny Arcade. In addition to the site, the pair also host PAX (The Penny Arcade Exposition), the largest videogame show in North America, Child's Play, an organization dedicated to providing game consoles for hospitalized children across the globe and the Penny Arcade Scholarship, an annual grant providing financial aid to those wishing to enter the game industry.

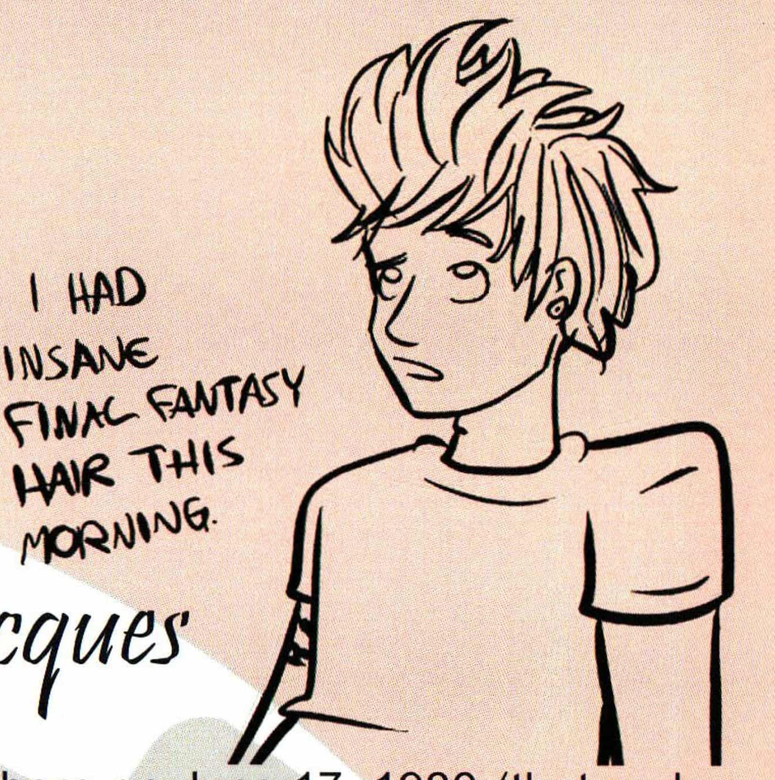
Sakura-Con

Autograph Policy

Each Guest of Honor will have designated autograph times. To allow as many Members as possible to receive an autograph from convention Guests of Honor, please obtain only one autograph per trip. Members will not be barred from re-entering the line to obtain additional signatures during the scheduled autograph times, but please allow others to receive their autographs in a timely fashion as well. Members who arrive early should respect those who are in line for an earlier session by following directions given by Sakura-Con representatives. Please present only properly licensed products for autographing.

Sam Logan

Sam Logan has been writing, penciling, inking and lettering three "Sam and Fuzzy" comics a week, every week, for over four years. In any other field, that's an addiction. But in the world of comics, it is "artistic passion," which basically means the same thing but sounds much nicer! Sam is also a designer and illustrator for Canadian children's magazines KNOW and YES Mag and the current head of the Dayfree Press webcomics collective, the home of veritable internet institutions such as White Ninja, Dinosaur Comics and Questionable Content.



Jeph Jacques

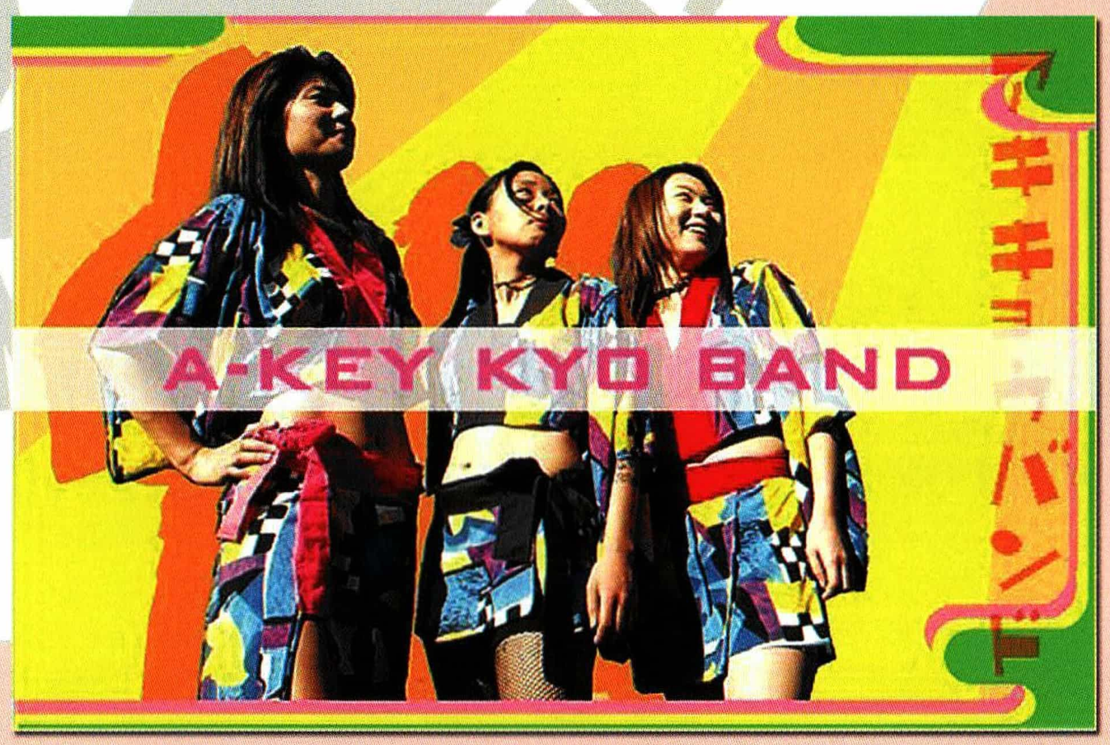
Jeph Jacques was born on June 17, 1980 (that makes him 26, if you don't feel like doing the math) in Rockville, Maryland. He has drawn cartoons and pictures for pretty much his entire life, but QuestionableContent is the first of his work to get a lot of recognition. He also draws the occasionally updated webcomic Indietits, about little birds with unfortunate names and impeccable taste in music. He currently lives in Easthampton, Massachusetts with his girlfriend and three rabbits and plays his guitar too loud for his own good.

Web Comics

Celebrating 10 Years!

Michael Gluck

Michael Gluck (Piano Squall), the Final Fantasy - cosplaying pianist, has performed game and anime music concerts in New York, California, Texas, Massachusetts, Pennsylvania, Florida, Ohio, Washington, Connecticut, Virginia, Colorado, Maryland, Missouri, Oregon, and Georgia. In 2005, Piano Squall performed at the anime convention Otakon for an audience of three thousand people. Later that year, Piano Squall was featured on MTV's website in recognition for his contribution to the world of video game music. Piano Squall is an active supporter of charity and donates a portion of all profits to The National Multiple Sclerosis Society--an organization fighting to end the devastating disease that destroyed his grandmother's life. To further his personal efforts, Piano Squall provides Benefit Concerts that have raised money for a wide variety of charities, including The National Multiple Sclerosis Society, Baltimore Reads, The Matthew Foster Foundation, The Maryland Food Bank, and Tsunami Relief. Highlights include the 2004 Villa Julie College Benefit Concert, which raised nearly three hundred pounds of food for the homeless in a single evening. This is his second year attending and performing at Sakura-Con.

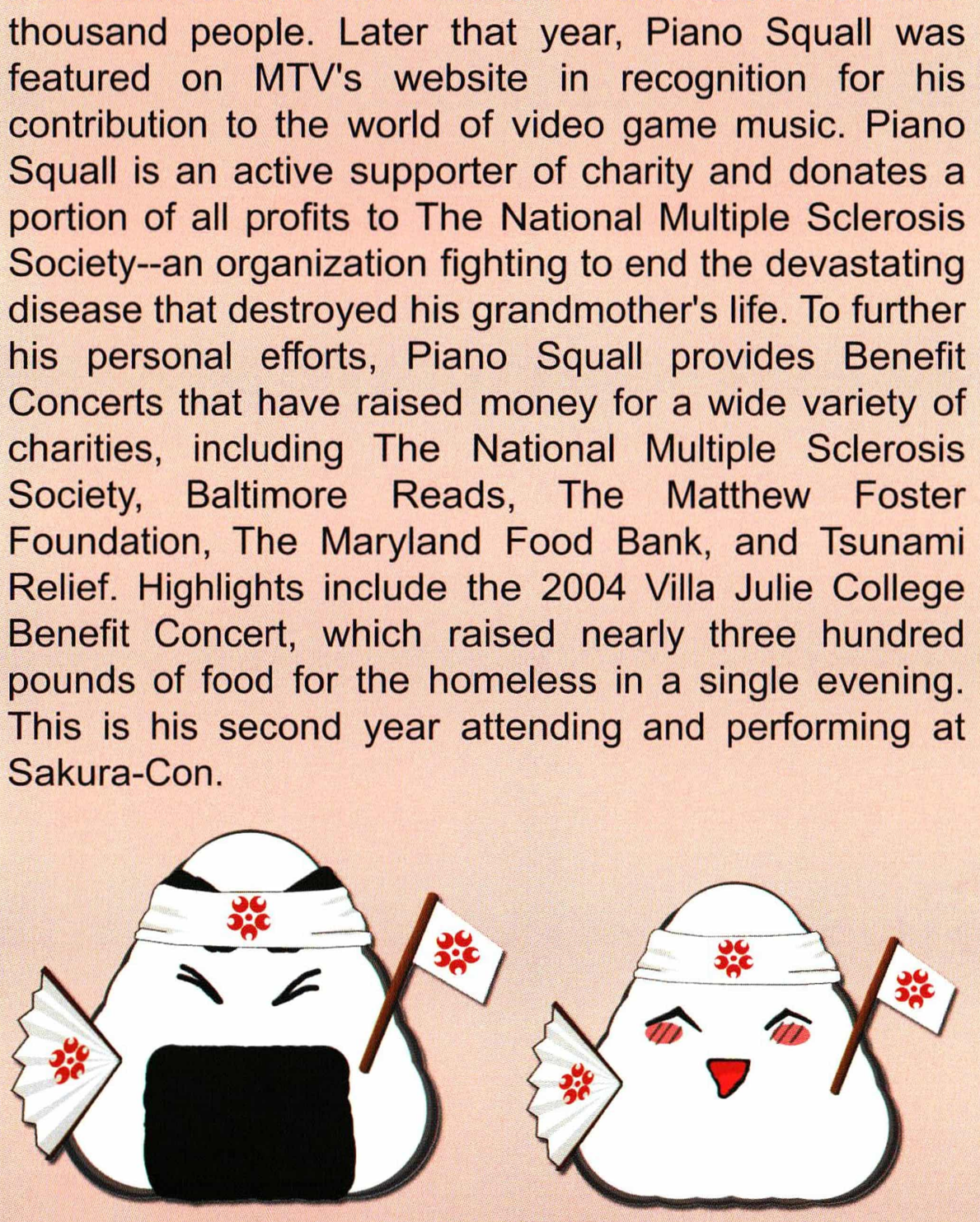


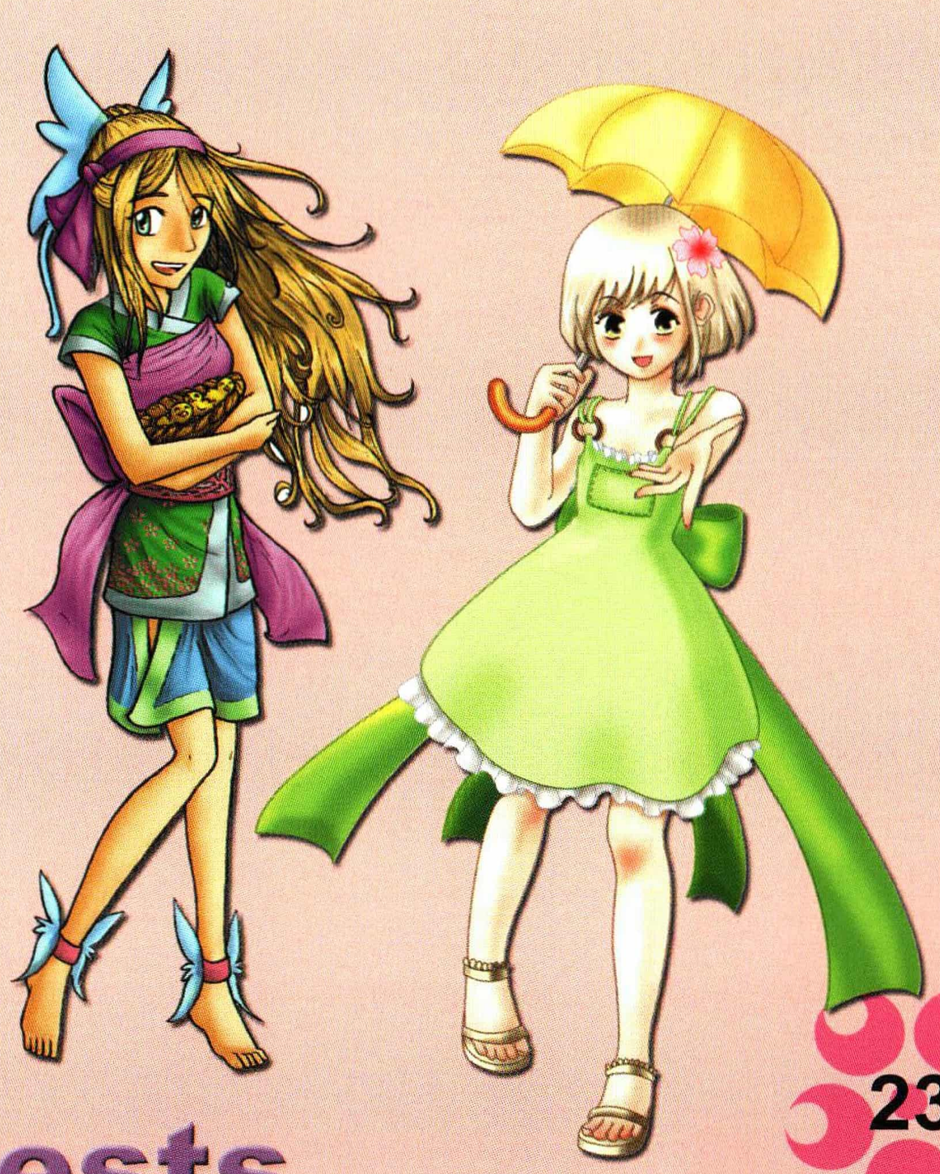
A-Key Kyo

“A-Key Kyo Band was founded in early 2003 in Portland Oregon by five Japanese girls. We play Japanese pop, rock, and so on. After two girls left, three guys joined to the band. We play at several festivals that relate to Japan, such as Japanese Festival, Sakura Festival, Mochitsuki Festival, and so on. People love us because we play Japanese songs, and our motto, be happy & be healthy! I believe we are rare anti-drug band ha-ha!"

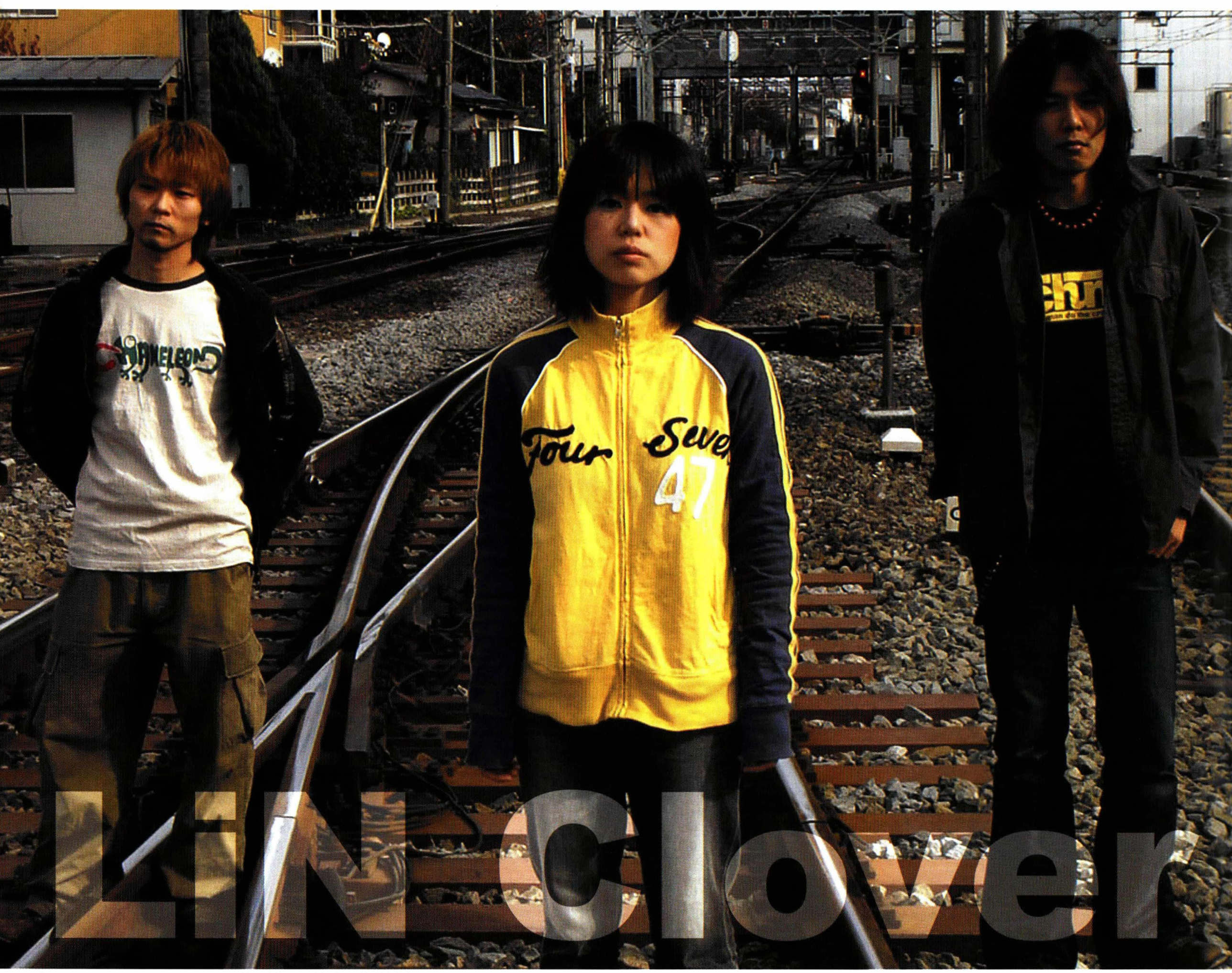
~ from Band Member Daikoku.

A-Key Kyo is scheduled to perform on Friday, April 6th





Musical Guests



After touring and recording with various major artists in Japan, founding members Ren and Nao joined forces to pursue their own musical passions.

In 2002, they met successful solo artist Yuri at the AXIA auditions. After hearing her award-winning song "Nijindasuki," the three artists began working together on songs for a new band called LiN CLOVER.

LiN CLOVER played their premiere live performance in autumn of 2002, leading to their first sold-out single in only two weeks. Their second single and first album "LiN CLOVER" also met with great response from their fans. This gave the band the means to host the successful annual event called "INNER CRACK" to which they only invite bands of outstanding quality.

In February of 2005 the band released the album "Strain Gauge" and the EP "Nut," followed by an extensive tour of Japan.

LiN Clover's music is described by the band as being mysterious, full of powerful imagery. All members come from different musical roots and this comes across immediately in their music. Their stage performance is captivating and unforgettable. The band plans on continuing to tour throughout the world and Japan.

Vocal: YuRi
Guitar: Nao
Bass: Ren

LiN CLOVER appears by special arrangement with JapanFiles.com

PERFORMING LIVE ON SATURDAY!

m.o.v.e

Best known to many anime fans as the music behind the smash hit 「Initial D」, m.o.v.e is also known for breaking down musical barriers. Featuring a unique style with which they blend rock, rap, electronica, metal, and many other genres, m.o.v.e, as their name implies, is always exploring and searching out an original sound.

With over 8 original albums, dozens of amazing singles and an international fan base - m.o.v.e has pushed well beyond the borders of their native Japan. m.o.v.e's latest album is entitled『GRID』and features singles such as "Freaky Planet", "Angel Eyes", and "Disco Time".

avex group

PERFORMING LIVE ON SATURDAY!

Sakura-Con 2007 - *The Anime Odyssey Continues...*

AMV Contest

Anime Music Video Contest
Anime Music Videos are the setting of anime to music. They range from dramatic videos that can leave a lump in your throat and tears in your eyes to action videos that will leave you on the edge of your seat.

Original Video Animation Contest
Along with the AMV contest, Sakura-Con is pleased to present the return of the OVA contest. Established to provide an opportunity for animators to showcase their creations, this contest features original, fan created animations. From traditional cel to computerized 3-D animations. Sakura-Con is thrilled to honor these hard working and talented artists.

Art Show

Come to the Art Show and see what the artists of the area and beyond have made with pen, pencil, or ink. Skills range from beginner to experienced. Themes range between and within Anime, Sci-Fi, Fantasy, and Asian themes. Art Show will include display and silent bidding on original as well as fan artwork.

Cosplay

Vibrant costumes, memorable performances, overall entertainment, Cosplay has it all. Also known as COStume PLAY or Masquerade, the Cosplay Contest is where you, the fan, can show off your handywork by performing on stage in your favorite anime costumes. Constantly one of the largest draws for anime conventions, this is the stage where your dreams of becoming your character can come true.

Entry is free, and open for both individuals and groups of any age and skill level. Whether you want to put on a skit, re-enact a scene, or just show off your costume THIS is the place to do it. There are prizes availiable for both costumes and performances in several categories.

Karaoke Room Events

The Karaoke Room will be open all 3 days at Sakura Con!! We have tons of events planned for you to enjoy!!

Open Mic:
The Idol Stage karaoke room has a song list of over 1000 karaoke songs from various anime, video games, and Jpop artists. Come on in, sign up, and get on stage to show us your singing talents! We have song books available to pick a song from or you can bring in your own CD.

The karaoke room will be open for Open Mic all 3 days. Its set up as a leisurely cafe-style room where you can sit back, hang out with your friends and enjoy some fun music and entertainment.

Karaoke Revolution Hour:
We will have Karaoke Revolution Hour in the Idol Stage Room. We have all US releases of the game available for playing including Karaoke Revolution Party and the latest American Idol Karaoke Revolution.

Check the Idol Stage schedule for times for Karaoke Revolution Hour.

Anime Filk Song Karaoke Mini-contest:
Anime Filk songs are song parodies where you take a popular song and change the lyrics to be about a and certain anime or video game. We are happy to announce that Sakura Con will have its first Anime Filk Song Contest! The mini-contest will be held on Friday before the Adult Karaoke Contest. The sign up sheet will be available in the karaoke room on a first come first serve basis! Sign up to be a contestant or hang out watch some very creative song performances.

Please read the rules for the Anime Song Filk Karaoke Contest to find out more information.

Main Event Karaoke Contests:
This year we will have two major karaoke events! The Adult Karaoke Contest and the Youth Karaoke Contest.

The Adult Karaoke Contest will be held Friday evening. The contest will be for contestants ages 13 and older. The Youth Karaoke Contest is for contestants ages 13 and under and will be held Saturday evening.

Sign ups will be at 10 am the day of the contest in the Idol Stage/karaoke event room and will be on a first come first serve basis. Contestant slots fill up fast so be prepared.

The rules for both contest can be found at the Contest Rules section.

We look forward to seeing all of you at the Idol Stage for karaoke fun. Keep reading the Idol Stage schedule at the convention for more events!

Thank you for your interest, we look forward in another most excellent show!

For times and locations of individual events, please see the Programming Guide.

Celebrating 10 Years!

Masquerade Ball----------

The Masquerade Ball is the Con's most classy event. Adorned in your best cosplay or formal attire, you can Waltz the night away with music from Beethoven all the way to Noubo Uematsu. Please note that the dress code will be strictly enforced; anyone in violation of the dress code will be denied entrance. This event starts promptly at seven, and will be held in 6E on the 6th floor of the Convention Center.

Runway Fashion Show------

Do you have a costume you worked for HOURS on, but no skit? You want to show off your sewing abilities as you proudly walk down the runway in your real-to-life costume, don't you?. This is your chance! Strut your stuff, you earned it!

Sakura Chibi----------

The Sakura Chibi contest is an event for children aged 7-12. The winner will be awarded the title "Sakura Chibi," and get the opportunity to represent Sakura-Con in local events.

Rewards/Responsibilities:

The participant receiving the title "Sakura Chibi" will receive a sash with their title on it. The runner(s) up will also receive a sash with the title of "Sakura Otomo" on it.

The "Sakura Chibi" will have use of a kimono and tiara (for girls) or a yukata (for boys) to wear for local parades and events to promote Sakura-Con for a year.

The "Sakura Chibi" will be awarded a full-weekend pass for next year's Convention.

Youth Matsuri----------

Youth Matsuri offers a variety of traditional Asian and Anime inspired crafts. Demonstrations and hands on instruction will be provided on a rotating basis by: PAPER, a regional group dedicated to the enjoyment of Origami, The Japan-America Society "Japan in the Schools" program will be presenting their "Japan in a Suitcase" exhibit and presentation, The Japanese Kendama Association, with a traditional game and Meito Shodo Kai- Traditional Japanese Calligraphy Association. Activities can be found for all ages, also including: Coloring, Origami, Puff Ball Animals, Bookmarks and more!

10 - 4 Friday
10 - 6 Saturday
10 - 4 Sunday

For times and locations of individual events, please see the Programming Guide.

Events

A-Key Kyo----------

Autograph Session
Room 603 Friday 6:00 p.m.

Akitaroh Daichi----------

Q & A Session
Room 604 Friday 5:30 p.m.

Broccoli----------

Room 604 Friday 5:30 p.m.
Broccoli International consists of several divisions including Broccoli Books, who brought you great manga titles such as: Juvenile Orion, Galaxy Angel, KAMUI, Disgaea and the Square Enix hit: E'S, and Synch-Point who brought you the Di Gi Charat Original series (DVD) and FLCL (DVD). You'll be the first to preview some new manga, merchandise, and a bunch of other great announcements. Join us for announcements and a Q&A session, not to mention some nice promo stuff for the attendees. See you there!

Doug Smith----------

Q & A Session
Room 608 Friday 4:00 p.m.

Adult Drawing Panel
Room 608 Friday 10:30 p.m.

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Hideyuki Kurata ----------

Ultimate Hellsing Panel
Room 607 Saturday 12:00 p.m.

Q & A Session
Room 606 Saturday 3:00 p.m.

Autographs
Room 603 Saturday 4:00 p.m.

Hiroshi Nagahama----------

Q & A Session
Room 604 Friday 4:30 p.m.

For times and locations of individual events, please see the Programming Guide.

Guest and Industry Panels

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Celebrating 10 Years!

Jepf Jacques

Questionable Content Panel
Room 608 Friday 1:00 p.m.

Indie Rock
Room 607 Saturday 11:00 a.m.

John Swasey

Lake Texarkana Gamera
Room 606 Friday 3:30 p.m.
A redneck spoof on the live action Gamera film. Hosted by John Swasey and Kyle Jones from ADV.

Q & A Session
Room 607 Sunday 12:30 p.m.

Jonathan Klien

Q & A Session
Room 608 Saturday 11:00 a.m.

Press
Room 601 Saturday 12:00 p.m.

Anime Directon
Room 604 Sunday 12:30 p.m.

Kaori Nazuka

Q & A Session
Room 604 Friday 3:30 p.m.

Autographs
Room 603 Friday 4:30 p.m.

Kyle Jones

Lake Texarkana Gamera
Room 606 Friday 3:30 p.m.

Q & A Session
Room 607 Sunday 11:30 a.m.

Liam O'Brian

Q & A Session
Room 604 Friday 1:00 p.m.

Autographs
Room 603 Friday 2:00 p.m.

Anime Directon
Room 604 Sunday 12:30 p.m.

Times listed are subject to change without notice. Please consult the Programming Guide for more details.

Guest and Industry Panels

LiN CLOVER

Q & A Session
Room 603 Sunday 11:00 a.m.

Autographs
Room 606 Sunday 12:00 p.m.

m.o.v.e

Q & A Session
Room 611 Sunday 12:00 p.m.

Autographs
Room 603 Saturday 5:00 p.m.
Room 603 Sunday 1:00 p.m.

Monica Rial

Q & A Session
Room 603 Friday 1:00 p.m.

Autographs
Room 609 Friday 3:30 p.m.

Penny Arcade

Room 6A Sunday 10:00 a.m.

Rooster Teeth

Room 6E Friday 2:00 p.m

Sam Logan

Sam & Max Q & A Session
Room 606 Friday 2:00 p.m.

Drawing with Sam Logan
Room 608 Friday 5:00 p.m.

Spike Spencer

Q & A Session
Room 604 Saturday 3:00 p.m.

Vic Mignogna

Q & A Session
Room 607 Friday 3:30 p.m.

Autographs
Room 603 Friday 5:00 p.m.

Music Writing & Recording
Room 607 Saturday 10:00 a.m.

Sunday Service*
Room 604 Sunday 9:00 a.m.
Please see Panel page 39 for details.

Yaoi Press

Q & A Session
Room 604 Saturday 10:00 p.m.

Times listed are subject to change without notice. Please consult the Programming Guide for more details.

Guest and Industry Panels

Sign up today for your chance to win one of two Zune™ portable™ media players!!

Come check out the Microsoft Playtest area, and sign up to be a part of our Playtest program. Those who enroll while at SakuraCon 2007 will be entered into a drawing for a Zune™ portable media player!

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Celebrating 10 Years!

Premiers----------

Haruhi, Presented by Bandai
Room 608 Friday 2:00 p.m.

Hellsing, Presented by Geneon
Main Events Rm Saturday 9:00 p.m.
We will start off by showing Hellsing Ultimate 1, and then move on to the premier of Hellsing Ultimate 2 with cast and creators.

Tsubasa
Room 608 Saturday 4:30 p.m.

Cultural Panels----------

Asian Cinema Room
Yes the AC Room returns once again to Sakura con. This year we're proud to return to the 24 hour format as we did in our first. We got a lineup of films from Hong Kong, Japan, Korea and maybe more! There are many films featured that are based on manga and/or anime, plus many favorites and classics as well. So come on in, sit comfortably and check out some of the best in Asian Cinema once again!

Aikido
Learn a unique approach to self defense... conflict resolution with a balance of mind and body through Aikido, a non-violent martial art.

JET Presentation
Come and learn about Japanese Government Scholarships & Study Opportunities, Presentation on the history of Anime, the JET Program and Working Opportunities in Japan.

Kabuki
Mary Ohno and her Kabuki Academy bring their nationally renowned performance to Sakura-Con! Afterwards there will be a Q&A session, as well as a history of kabuki.

Kendama
Learn to play Kendama! Kendama is a traditional Japanese toy with an organization dedicated to it. In this panel you will see and get to try all 10 basic tricks from the Japanese Kendama Association. Taught by an experienced Kendama player, participants will be encouraged to experiment while learning good technique so that skills grow quickly.

Times listed are subject to change without notice. Please consult the Programming Guide for more details.

Celebrating 10 Years!

Kendo
Take a whack at Kendo. This 30min fast tracked course will give you a chance at Japanese Swordsmanship, derived from the teachings of the samurai. Instruction provided by the women of the Pacific NW Kendo Federation. Swords & cases will be available for purchase.

Para Para
Para Para is a trendy, popular dance in Japan. Learn about the history of ParaPara from the very beginning towards today's Paralists all over the world, and get a lesson in ParaPara to certain music genres (Eurobeat Trance, Techno and some Disco music also not to mention Jpop Jtechno as well.)

Tea Ceremony
The Japanese tea ceremony (茶道) is a traditional ritual influenced by Zen Buddhism in which powdered green tea, or matcha (抹茶), is ceremonially prepared by a skilled practitioner and served to a small group of guests in a tranquil setting.

Tsubaki Grand Shrine of America
Interested in Shinto religion? Reverend Koichi Barrish, Chief Priest from the Tsubaki Grand Shrine of America will be on hand for a discussion of the Jinta Shinta.

Please consult the Programming Guide for times and locations.

Culture Panels

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$30 Adult/ $20 Child (7-12):
3-Day Membership (Before 01-01-2007)

$35 Adult/ $25 Child (7-12):
3-Day Membership (Before 04-01-2007)

$40 Adult/ $30 Child (7-12):
3-Day Membership (Before 06-01-2007)

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Celebrating 10 Years!

A Parent's Guide to Anime ---

Is your son or daughter the main reason you are here? Interested in learning more about the terms used in anime? An introduction to anime by parents for parents. Hosted by Sakura-Con's very own Elmira Utz and Daniel Harrison.

Amigurumi wa nan desu ka?--

Never heard of amigurumi before? Don't worry, you're not alone. Come and learn about the Japanese art of crocheting painfully adorable toys, and learn some basic crochet stitches as well! After this class, and with a little bit of practice, you too will be able to crochet happy toilet paper plushies, and so much more!

AMV Panels----------

Concept to Execution: A look at how an AMV is made from Concept to Execution. This panel will focus on the process of making simple to complex AMVs.

Creator Discussion: Join us as a panel of AMV Creator discuss and show examples of what it takes to Create Anime Music Videos

Anime Cels Gathering--------

A gathering of animation artwork collectors with their collections to share with fans. Open roundtable discussion with collectors about their collections and the animation process.

Anime Art Basics----------

Bringing it All Together, From Concept to Finished Piece Shows a drawing from beginning to end, pencils to colors. A great time to review your progress with your panelist, and to display and discuss your weekend's work with your classmates. Session 3 of 3 by Lori Collins, Artists' Alley Coordinator. Sign-up recommended but not required; limit 25.

Anime Improv----------

The 404s return with a vengeance to Sakura-Con, bringing their brand of anime-themed improv comedy to bear with lots of games, and heavy audience participation.

For times and locations of individual panels, please see the Programming Guide.

Sakura-Con 2007 - The Anime Odyssey Continues...

Anime in Canada----------

This is an open panel discussion about the bizarre circumstances surrounding the distribution and exhibition of anime in Canada.

Anime Madlibs----------

Bring your own uproariously silly drabbles (short fanfics), or compose some there in the room. Read these aloud, leaving strategic sections blank, announcing only the category of the word (such as "type of superpower", "ninja maneuver", "romantic phrase", that audience member must fill in, from anime or other fandoms. Oh the hilarity amidst the chaos that ensues!

Anime Music Chill Out Room-

This is simply a chance to relax, yak with friends, listen to some Anime tunes, and maybe play a card or board game...think of it as a place to unwind from the excitement of the convention.

Ani-Music Unlimited -------

An appreciation of anime music as performed by two fans of anime music. Other fans of anime music can attend to inquire about anime music and to listen and appreciate a music performance by fans.

Art Into Fic Contest----------

Authors, come look at all the posted art, & see what any piece inspires you to write in the way of fanfic or original fiction.Post each story or poem adjacent to its inspiring piece of art. Both author and artist of the winning pair earn prizes! Turn in entries by noon.

Chibi Art Contest----------

Awwwww sooooo cuuuuute! You know you love 'em...or parody 'em...but either way, those mini-me versions of characters from anime, manga, gaming, or your imagination make you giggle & steal the show! Create your best--for prizes! Supplies available, sponsored by Copic.

For times and locations of individual panels, please see the Programming Guide.

Panels

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industry guests
live concerts
video rooms
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karaoke
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Celebrating 10 Years!

Coloring Page Contest Part 1--

Copic ink pens and other supplies available for creating your own outlines for yourself and others to use for coloring pages! Prizes awarded! If you wish, yours could be among those others fill in for part II of the contest! (Let us know.) Sponsored by Copic.

Coloring Page Contest Part 2--

Color in your own or others' coloring pages / line art using your own supplies or ours, including Copic loaners. Prizes awarded toward end of con! Sponsored by Copic.

Con Flirting Guide----------

Having trouble meeting people at the convention? Looking to meet someone who shares the same enthusiasm for cosplaying, anime or video games as you? Then the con flirting guide is for you. Learn how nonverbal communication can break your chances before even talking to someone. Get tips for conversation starters. Be entertained as we demonstrate mistakes and successes. Attend the con flirting guide to learn about the unique features of convention interpersonal communication dynamics and make the best of your convention.

Cosplay Chess----------

What WOULD a live action chess game look like? 2 players play chess on a regulation sized chess board on stage, while the moves are mimicked by 32 cosplayers on a 30' scale chess board in front of the stage. A unique cosplay event!

Critiques and Ovations -------

Creation Station's own "Assault & Flattery" -- time for feedback, what folks enjoyed & what needs improvement, what new events to add for next time, who wants to volunteer, judge, become staff, or serve as panelists.

For times and locations of individual panels, please see the Programming Guide.

Panels

Sakura-Con 2007 - The Anime Odyssey Continues...

Dolly Making Workshop----

Come watch and learn how to make plush dolls of your very own to look like your favorite anime, video game, and manga characters. Bring a picture of whom you'd like to make, and Catgirl Rin-Rin will supply the rest at Sakura-Con's Creation Station! Standing-room only at its Kumoricon debut! Limit of 25; you'd be wise to sign up in advance for either session.

Dreamcatchers----------

Think you have what it takes to voice one of the most beloved classic anime heroines? Send in a 1-2 minute sample of yourself voicing one of your favorite Nausicaa clips as an mp3 file. Dream Catcher's very own Run Sasaki will pick the top 10 finalists. Finalists will perform a surprise scene at Sakura-Con. Industry and convention professionals, along with the original voice of Nausicaa herself, Sumi Shimamoto, will pick the winners. Winners will receive an original prize from Dream Catchers.

Elfquest, an American Manga

Wendy and Richard Pini's epic tale of elves has entertained both anime fans and non-fans alike for almost 30 years. What sets this American comic book apart from it's peers? Come join our open-discussion panel to learn more.

Fanfic 101/102----------

Winning authors detail the ins & outs, do's & don'ts of the burgeoning anime fanfiction art form, beginning with its origins in the Sci-Fi and BBS communities (bulletin boards online before there was an internet). Panelists include Sakura-Con's own Vice Chair, Daniel Harrison!

Fanfiction Bedtime Stories----

Our trademark open-mic for fanfics. Come read aloud--or cosplay--your or others' works of anime fanfiction, fanfic of other genres, or original fics! Pinch-readers available. Welcoming, slumber party atmosphere. Priority to those cosplaying or presenting multimedia fics; 15 min. rotations for those reading novella.

Fic into Art Contest----------

Artists will gather supplies in Room 205, then move to Room 206 to partake of Fanfiction Bedtime Stories, an open mic for folks to read or cosplay their own or others' fanfiction or original fictions. Art inspired by these performances will be judged on the spot as part of Bedtime Stories, for prizes. Art may be serious or in gentle parody. 18+ after 12:30 a.m.

Gaia Online Meet & Greet

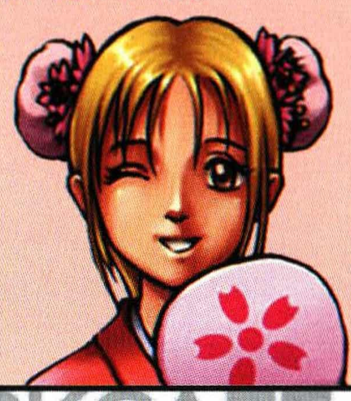
A fun lighthearted panel that covers an obsession that many have with the website Gaia Online; a time to socialize, have fun, and meet moderators who work behind the scenes on the site.

Getting Over Stage Fright----

Got stage fright? Nervous about performing in the cosplay competition? Join the members of a veteran cosplay group as they help you overcome your fears and nervousness of being onstage.

Gundam It!----------

A Basic Gundam How-to Let's talk Gundam! Learn about the types of model kits available and the basic tools and techniques you need to build a Gundam kit.



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Made-to-order Brunch
Sat & Sun 9:00am to 3:00pm.

Mmm...Scrumptious!

For times and locations of individual panels, please see the Programming Guide.

Panels

Celebrating 10 Years!

History of Adult Anime Themes

Come learn how the difference in the treatment of adult subject matter between Japanese and American people has affected the development of anime in the English speaking world. Why do they call it 'lemon'? What happened in 1993 that changed the face of anime? Were the Japanese always cool with adult content in manga and anime? These subjects and more will be covered in this frank discussion. Mature content, adults only.

How to Draw Anime Kitties---

Please see Program Guide for more information.

How to Dub Anime----------

Jonathan Klein and Liam O'Brien will be demonstrating the process how anime is dubbed, letting the audience participate by letting them dub a segment from one of their anime titles (Ergo Proxy, probably).

Howl's Moving Castles--------

Renowned author & panelist Toni Levi, PhD details and contrasts the differing universes unfolded in the Howl's Moving Castle full-length anime and its novel of origin, in a presentation rooted in a review soon to be published in issue II of Mechademia journal.

Influence of Japan, Anime, and Cosplay on the Seattle Rave Scene----------

Talk to Seattle's most prolific and well known promoter for raves, Dr. Travis Webbwerx about how anime, cosplay, and Japanese culture have influenced how he promotes and throws his parties.

Intro to Reading Japanese-----

So, you've taken a couple of Japanese courses or have flipped your way through a Learn Japanese Now! book. Now you want to start using your new found knowledge to dig into some real Japanese written material --but where do you start, and what do you need? Introduction to Reading Japanese covers finding the right dictionaries, how Japanese bookstores are organized, pointers to stores from which you can order Japanese material online, and various tips and tricks picked up from experience.

J-Rock Panel----------

Join us for our three-year anniversary giving both new and old fans information and insight into Japanese modern music. Subject matter includes but is not limited to all forms of visual kei, fandom, cosplay, where to purchase your music, and how to find new things to enjoy! Music videos of current and classic groups shown at the end!

Japan in the Schools----------

A short introduction to the Japan - America Society program and audience participation in a "culture skit" where attendees would get into groups and practice speaking about customs and phrases in Japanese. Capacity is limited to 30 to enable all participants to be able to participate and not overload the volunteers.

Lolita Style----------

An explanation of the many different lolita styles and a mini-fashion show. Followed by photoshoot and a tea outing.

Manga amd Webcomic Artist

Manga and Webcomic Artist Meetup
A chance for folks to share their experiences & skills in,collaborate with, or merge these artforms. Sakuracon does NOT have online access; so please bring printed copies of webcomic samples, and/or examples on discs to upload for others to view.

Manga Meetup----------

Networking for artists & storyboardists who might want to collaborate for the on-site mini-manga contest, while using our loaner supplies, including Copic markers & ink pens, sponsored by Copic markers.

Mechademia Release Party---

Celebrate the debut issue of the premier academic journal on fandom, featuring an article written by Toni Levi & beta'd by the Creation Station's own Ellen Klowden.

Mystery Otaku Theater 3001

Ever see "Mystery Science Theatre 3000" and think "Now, why hasn't anyone done that with Anime"? Here's your opportunity to giggle and guffaw as our talented fanfic folk spoof some deserving anime.

For times and locations of individual panels, please see the Programming Guide.

Sakura-Con 2007 - The Anime Odyssey Continues...

NG Productions----------

Gravitation! We're going to go over the anime and manga, as well as the new chapters that are being released online as we speak and the written novels. Talk with Bad Luck/Yuki and Nittle Grasper as they discuss their opinion on the series... We have clips from the show and OAV, music and background info on the bands that make it, discussion on the fandom, and whatever silliness tends to pour out. We hope it would be not just a place to go for Gravi information, but somewhere the fans can meet up and share their love for the series. Audience participation is crucial to having a good time, so come and join in on the insanity!

Photoshop Madness---------

Photoshop Madness Marie Tary of Shiftersonline.com exposes the inner workings of this powerful art tool.

Publishing----------

Getting Your Work in Print: Writers, illustrators, & comic teams, learn from a publishing intern, a soon-to-be published webcomic artist, and/or a publisher about the industry & ways to get your creations distributed to the masses. Current trends, agents, why the companies aren't simply out to steal your work, etc. Helpful how-to's on how to access and how to appeal tc ublishers, as a creative artist.

The Business Side: So you think publishing sounds interesting? Maybe you dream of being an editor or just want to self-publish your work? Learn pathways into this marvelous career, and bring stories to the masses. Helpful how-to's on how to access and how to appeal to publishers, as a potential employee, from a publishing intern, a soon-to-be published webcomic artist, and/or a publisher.

Risembool Rangers----------

Members of the Risembool Rangers, a fan group dedicated to Vic Mignogna, will be promoting the website in hopes to bring new comers to join. Vic Mignogna is very well known for his voice acting skills as well as his music talents. We hope to bring attention for those who are interested in Vic Mignogna's works. www.risemboolrangers.com

Robogirls Comic Release-----

Come here to meet the creator & artist for The Robogirls comic book! The Robogirls is a rave come to life that involves an intricate storyline, and wonderful artwork through a joint venture by Seattle's most prolific promoter and his artist!

Roleplaying 101----------

Our panel would be about the basics and fundamentals of forum and online role playing. We would take a glance at the different types of role playing and different techniques people use. We will glance over character building and how a good character is a good basis for role playing. At the end of our talk we will open the floor up for questions and give further advice if requested.

Sad Girls in Snow----------

Screening of a fan-translated game from the altogether visual novel translation festival (not SNOW or Kanon).

Sakura-Con Message Board

Want to meet your fellow SCMB'ers in person? Come and find out what the faces look like behind the computer screen!

Scenes from a Hat----------

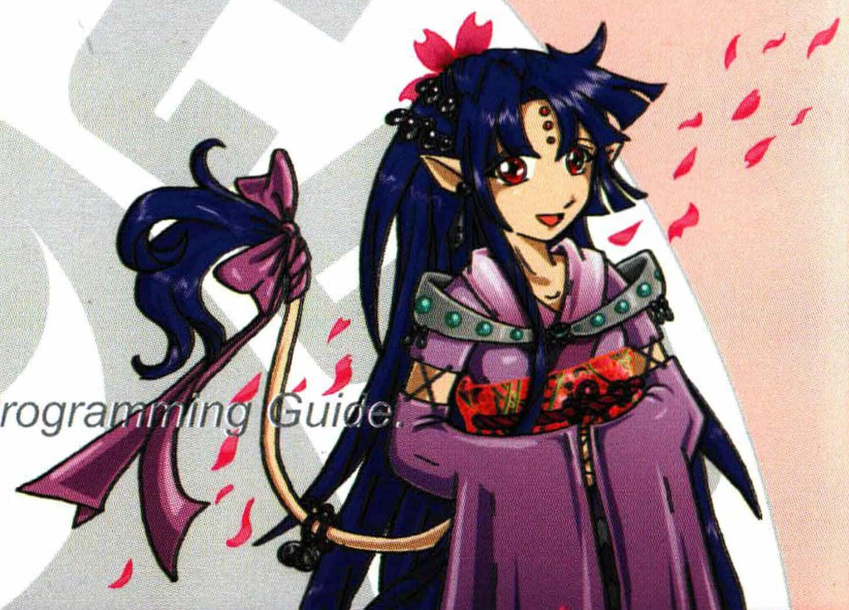
What would you propose as the opening line, theme, or quote around which to base a spontaneous fanfic? They get zany, they get daring, they become the basis for scenes from a hat: humorously competitive fanfic improv, judged by the participants themselves after reading them aloud, acting them out, and/or rendering them into visual art.

Shounen Ai Support---------

Do you have an addiction? Then come to our panel where you can discuss your addiction and meet others with the same problem. Don't worry, you're not alone in this.

So, You Want to Make Video Games?----------

So you want to make video games, huh? Do you know the job requirements? Do you know what schools to go to? Do you know where to look for jobs, or how to get an interview? Aimee Skeers and Kelly Martin are here to answer your questions! Both work at Zombie Studios as 3-D Artists, and want to tell you how to get your foot in the door and what to do once it's in there.



For times and locations of individual panels, please see the Programming Guide.

Panels

Celebrating 10 Years!

Story, Story DIE!----------

Improv theater meets fanfic in this humorously competitive game in which folks patch together a bizarre plot & dialogue. Act, cheer, propose topics & fandoms, enjoy. And when performers are stumped, propose the elaborate "deaths" they must act out.

Sunday Service*----------

If Vic were not here with us this weekend he would be serving in the music ministry of his church back home. On this Easter Sunday, you are invited to join him for a time of music and reflection. Everyone is welcome!

*The views expressed in this event do not necessarily reflect the views or position of ANCEA or Sakura-Con. ANCEA/Sakura-Con does not endorse or support any one religion, faith or creed. This event is offered as a courtesy from Vic to our members and is entirely optional, as is all Sakura-Con programming. If you need assistance finding a house of worship over the event weekend please consult any local hotel concierge or the Convention Center Concierge for assistance.

The Anime Hunters----------

Please see Program Guide for more information.

The Anime List----------

The Anime List is based on a former VH1 show called The List and this idea is the anime version. Four people from the audience get chosen to be contestants and there's a specific anime category and each contestant lists their three favorite choices. For example: If the category was Best Anime Character, each contestant would mention their three favorite anime characters. Then when that's done, each contestant takes one choice off the list and of the choices that remain on the list, the audience will vote for their favorites and their votes will be tallied.

The Art of Manga Creation---

Aspiring manga-ka? Avid collector? Curious novice experimenting for our mini-manga contest? Learn how to help your manga stand on its own by looking in depth at what defines outstanding manga, and applying the written and visual elements to your art and storytelling. Panelist Rio has won Manga and Art contests and will soon publish an original manga!

The Late Night Anime Panel-

After the sun goes down the guests come out to play. A late night talk show geared specificlly for the anime community. Very lightly scripted, you'll never know what might happen.

The Panel----------

The Panel I: You are the panel. It's amazing what a collective can come up with. Become the presenter, or just stay a spectator, whatever the choice, keep things clean. Random is encouraged

The Panel II: You are the panel, be the presenter, or the spectator. A word of caution, there is no structure to what may happen during this panel!

The Slightly Anime Dating Game----------

Ever see 200 fans vie for the attention of the opposite sex in a live game filled with pole-dancing, sumo wrestling, and lots of innuendo? We have, and it's great! Come join Slightly Anime for a slightly different take on the Anime Dating Game!

Visual Storytelling----------

Marie Tary of Shiftersonline.com shares layout tips and tricks aimed at getting readers to fall helplessly into your world.

Webcomics----------

Marie Tary & Liriel McMahon advise and answer questions on all things WEB about creating and maintaining webcomic or online manga.

Welcome to Pinky:st----------

Pinky:st is a series of collectible, plastic figures with interchangeable clothing, hair, and accessories from Japan. These cute figures are quickly gaining a fan base in North America and all around the world. In this panel, all aspects of the Pinky:st world will be covered; collecting, customizing, where to purchase, collaborations, how to spot a bootleg. We will be open to questions and comments from the audience, and an open discussion and meet-and-greet for collectors and newbies alike after the initial panel.

Wigs and Cosplay: Fibers, Colors and Styles for Everyone

This panel, hosted by veteran cosplayer, Tristen Citrine will discuss the fundamentals about wigs and their effective use in cosplay. Included in the panel will be descriptions of wig fiber types, colors, common styles and brands you likely to encounter. Understanding your wigs is the key to learning how to style them like a pro! Bring your questions and get ready for an exciting panel where many wig styling secrets will be revealed.

For times and locations of individual panels, please see the Programming Guide.

Sakura-Con 2007 - *The Anime Odyssey Continues...*

World of Warcraft

Do you play WoW? Come and discuss your characters and meet new people.

Writing for Webcomics

Liriel McMahon of Badbloodcomic.com illuminates paths to writing graphic novels with plots that make sense and characters so real they write themselves.

Xenosaga

Xenosaga: The Epic Saga Lives On
In 2002, Monolith Software graced the world with Xenosaga, the sister of 1998's Xenogears and the series it was intended to become. In 2006, the series' apparent conclusion was released, leaving fans with closure, but a desire for more. Come explore the saga and it's mythology with us in this open-discussion panel. Both Xenosaga and Xenogears cosplay is encouraged for an impromptu photoshoot at the close of the session.

Yaoi, Zowie! I think they're gay!

Standing room only at SakuraCon, KumoriCon, & Anime Evolution, this is Professor Levi's famous exploration of the historical development and broad appeal of yaoi, shonen-ai, bishies, & genderbending in fiction and live action, comparing the US and Japanese cultural contexts and paradigms. NEW MATERIAL regarding ethics and the researching of fandoms will debut at this con.

Hallway Cosplay Contest

Are you too shy to get up on stage to show off your costume? Well don't worry, because there is the Hallway Costume Contest. All you need to do is wear your costume! Undercover judges will be wandering around the convention and hotel hallways looking for great costumes. This is your chance to be recognized for all of your hard work!

Please consult the Programming Guide for times and locations.

Panels

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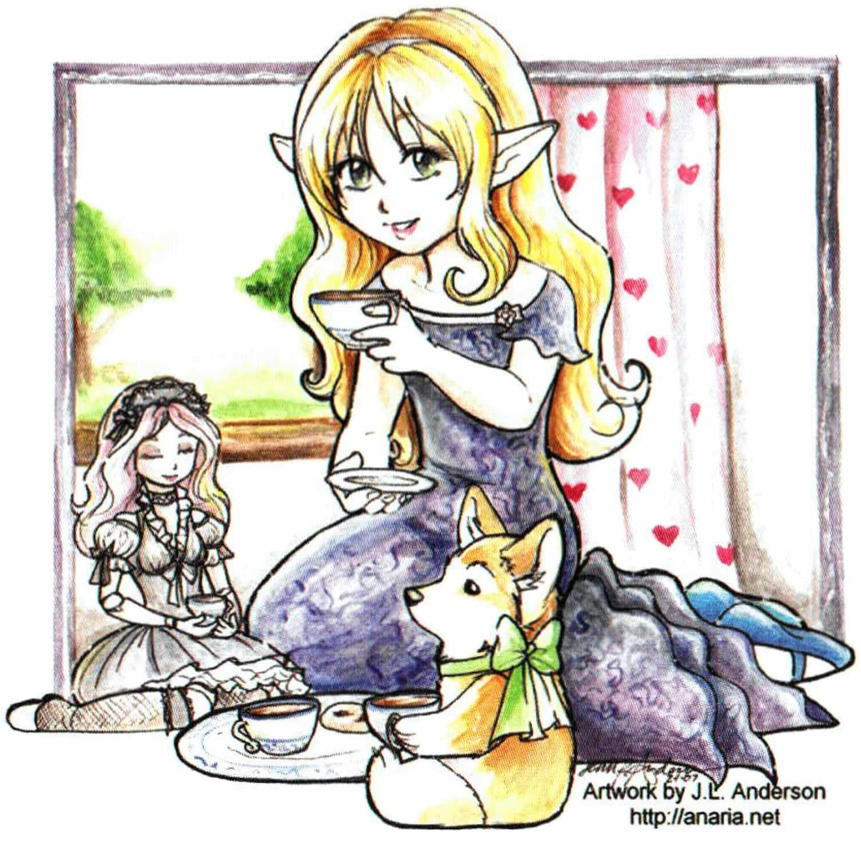
Artwork by J.L. Anderson
http://anaria.net

- Asian BJDs -
Elfdoll, Dollmore, Angelregion, Orient Doll, Soom, Leeke World, Unidoll, Soul Doll and more..

- Gothic Lolita and Punk fashions for dolls -
Cheery Doll, Doll Heart, JPop Dolls.

- Pinky Street figures -
... and much more!

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ANIME NETWORK

Collectable Card Gaming Room 303

Yu-Gi-Oh, Magic, Pokemon...If you have the cards, we have the space! There will be 2 Pokemon TCG tournaments as well as other fun events. Please see schedule for play details.

Asian Gaming Room 304

Featuring "Go" and other uniquely Asian games. Please see schedule for play details.

BESM Room 305

Bubblegum Crisis
A vengeful enemy is out to destroy the Knight Sabers and doesn't care who gets in the way. Will they be able to defeat an enemy who doesn't care if he lives or dies? 6 players.

Demon City Shinjuku
The party has been hired to capture a "Land Shark" in Shinjuku. They will be paid $100,000 for a live one or $10,000 for a dead one. Since there is only one; using high explosives to turn it into chum might get you no money. So you must come up with a plan to take it alive; if you can. 8 players.

Lodoss War
Description: Word has reached King Kashue; that a kidnapping attempt will be made on Deedlit. What the reason for it, is unknown; but reports of Dark Elf movement along the border gives it credibility. Will the party be able to keep Deedlit safe and why do they want her? 10 players.

Louis, the Rune Soldier
Ila has invited the gang to her family's beach house for a little vacation. This works out great; since Louis' father wants him to deliver a package to an old friend, who lives nearby. Even better; his father is paying for the delivery. The only stipulation; is that the package arrives unopened and undamaged. No problem, right? 10 players.

Ranma 1/2
Things start to get a little wierd, after the school festival. People begin to act differently. The most noticable, is Kasumi. She seems the same; but something about her is not right. You have felt this feeling before; but she doesn't have any horns. Somehow this has got to be Ranma's fault. 8 players.

Sailor Moon
The forces of evil seem to have taken a break to regroup. Giving the Scouts time to relax. That is; until Serena's 5 year old cousin come to visit. This demon child, makes Rini look saintly.Kind of makes you wish for a Negaverse attack. 8 players.

Slayer's
The Ultimate Feast and Cooking Competition is coming up. Lina is determined to attend the all you can eat competition. This year though; the rules are a little different. The competitors must aquire the main ingredients for the chefs. A Slayers meets the Iron Chef. 8 players.

Lobby Gaming

- Beatmania IIDX
- ITG - Beginner Tech
- ITG Beginner/Expert Qualifiers
- ITG Expert Tech
- Pop 'n Music CS

Tenchi Muyo
The peaceful atmosphere of the Masaki house is shattered when everyone begins to have nightmares. They start out as simple bad dreams; but soon become ever worse in intensity and physical effects. What is causing them and why is Mihoshi unaffected? 8 players.

Vandread
The Nirvana finds itself trapped between two Harvester motherships. With nowhere to run, the Nirvana's crew must come up with a plan to defeat the Harvesters. 8 players.

Miniatures Gaming Room 306

Miniatures events will be happening here throughout the convention. Please see schedule for play details.

Console Gaming 615 - 617

- Guilty Gear XX
- Guitar Hero 2
- Metal Gear Solid 3 / Fatal Frame (Adult)
- Naruto: Clash of Ninja
- Pokemon
- Resident Evil 4 / Silent Hill 2 (Adult)
- Soul Calibur III
- Super Smash Brothers Melee
- We Love Katamari
- ZatchBell: Mamodo Fury

Classic Console Room 618

Come play the best games from years past! NWCGE will be on-hand to provide classic tournaments, trivia contests, and more!

LAN Gaming Room 619

Please see the Programming Guide for times and locations.

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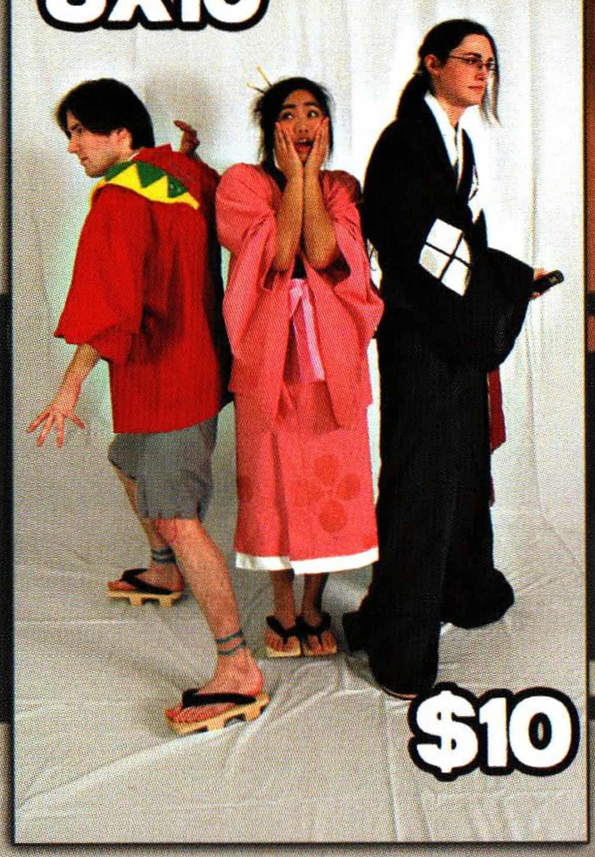

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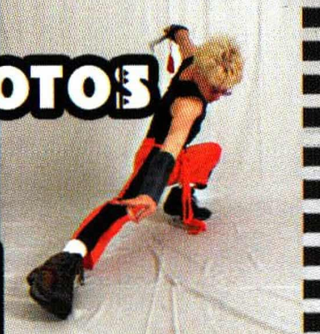

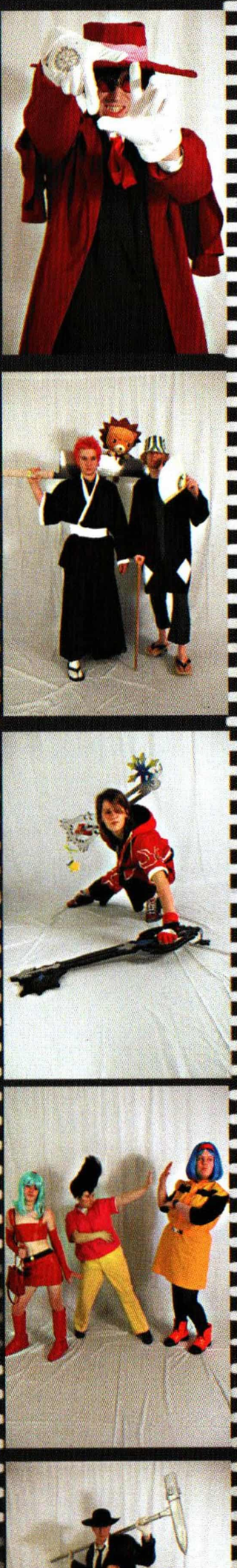

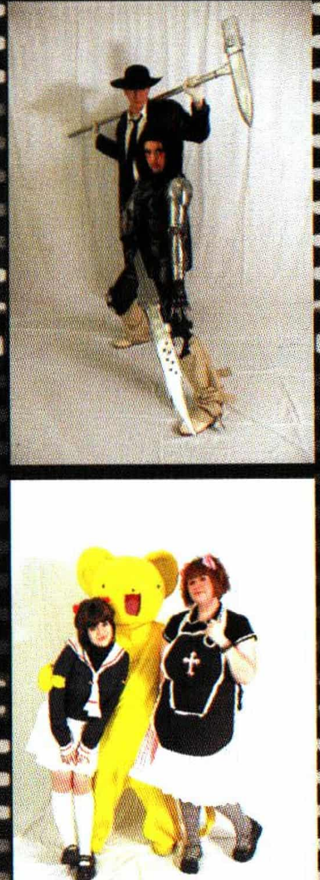

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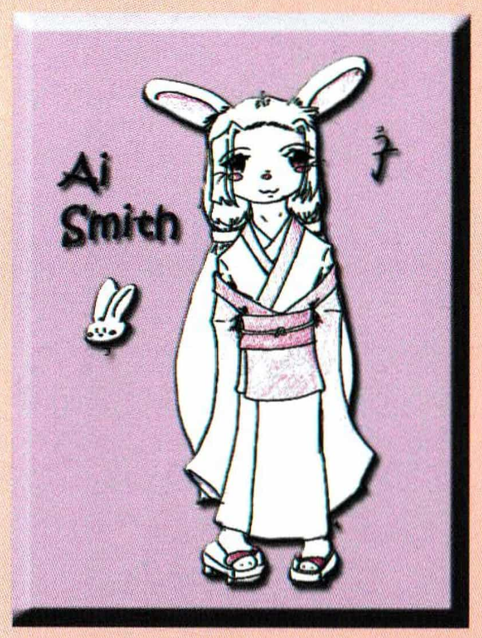
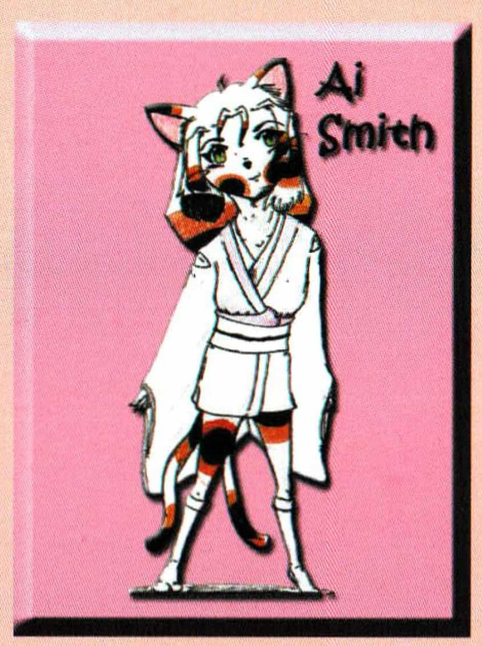
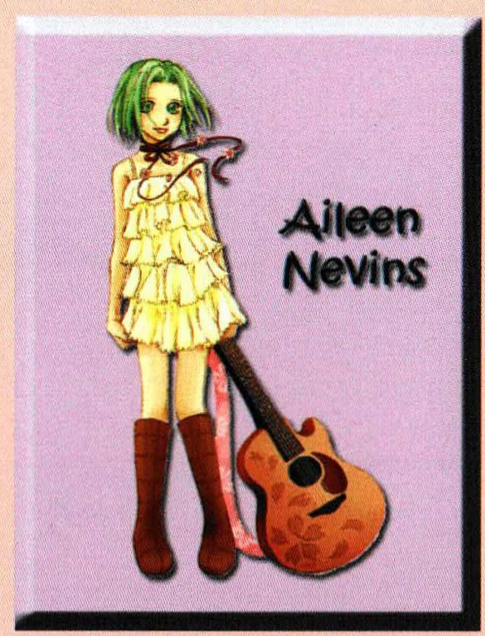
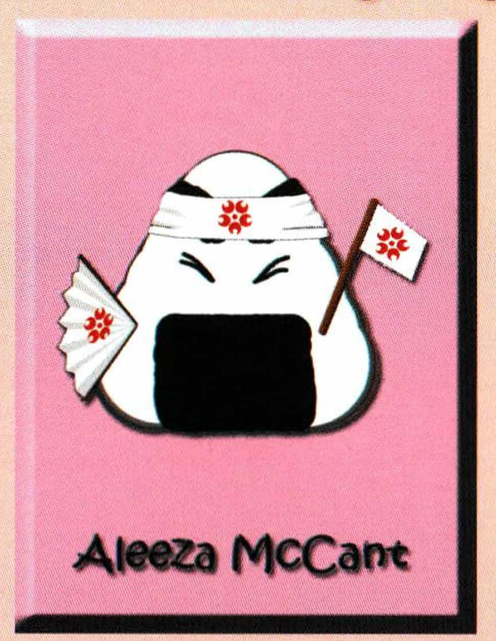
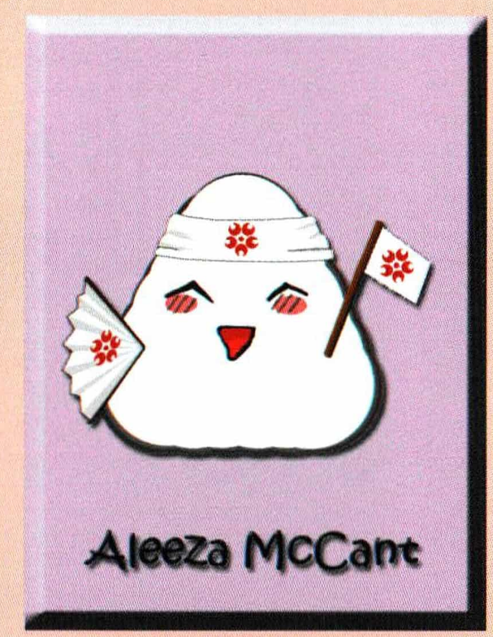
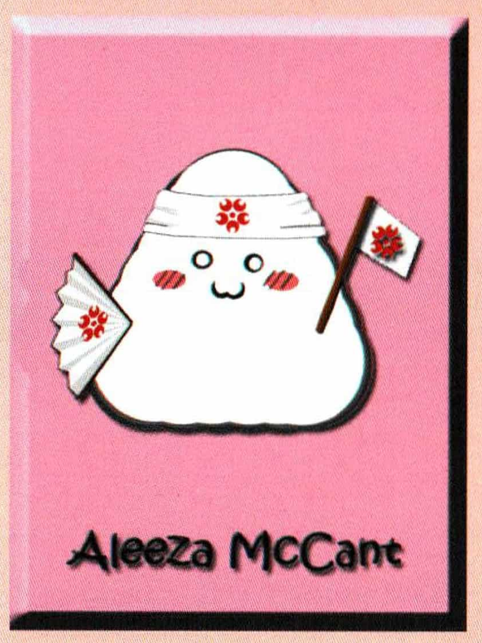


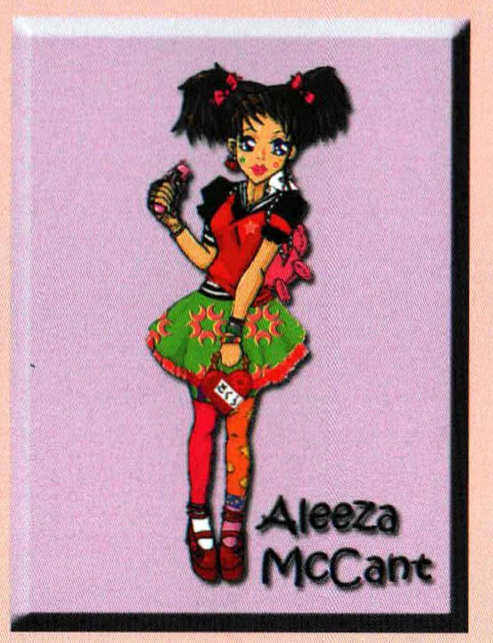


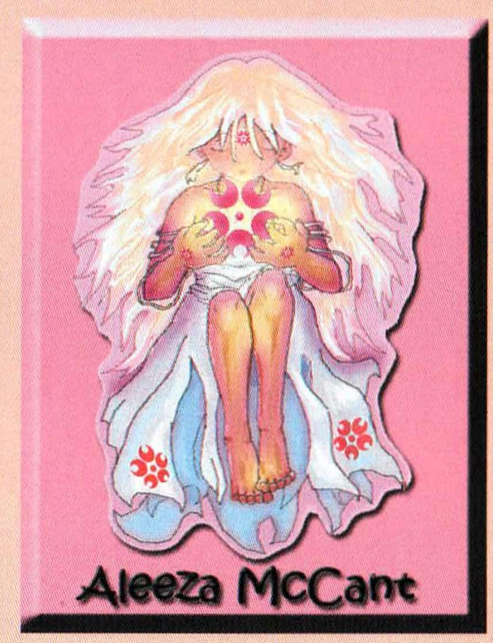


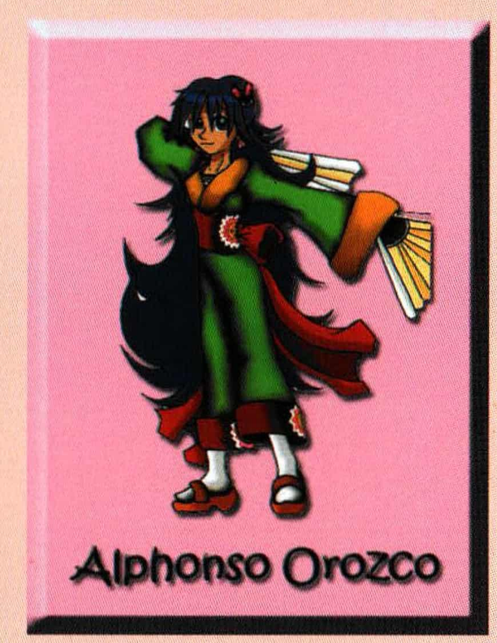


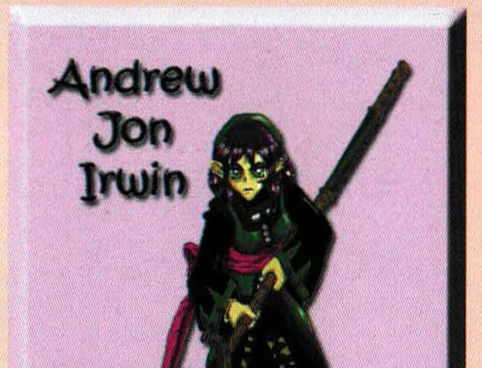


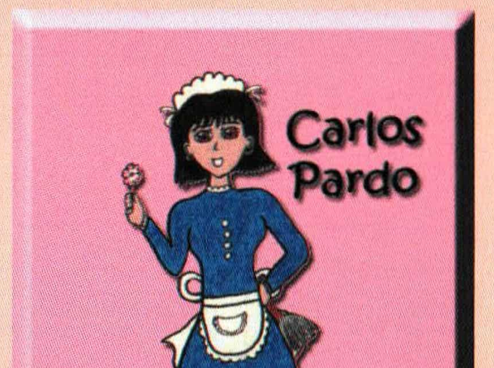


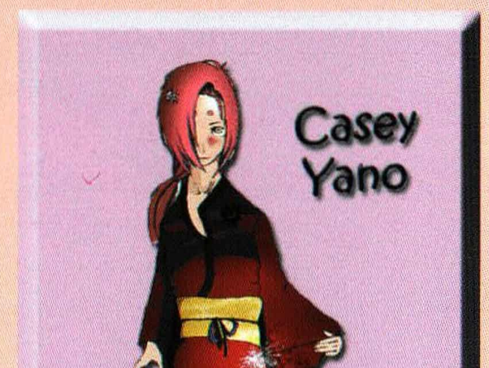


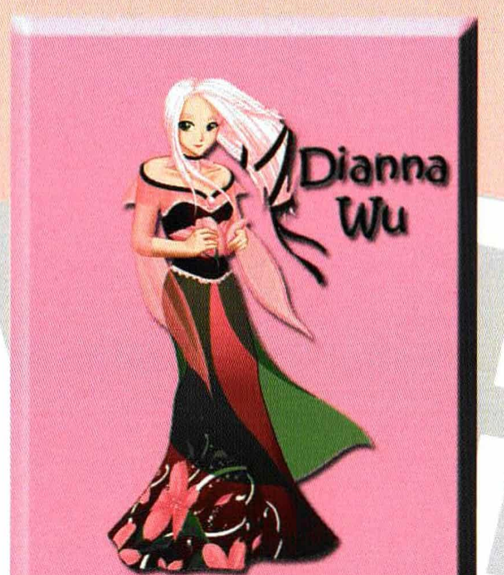


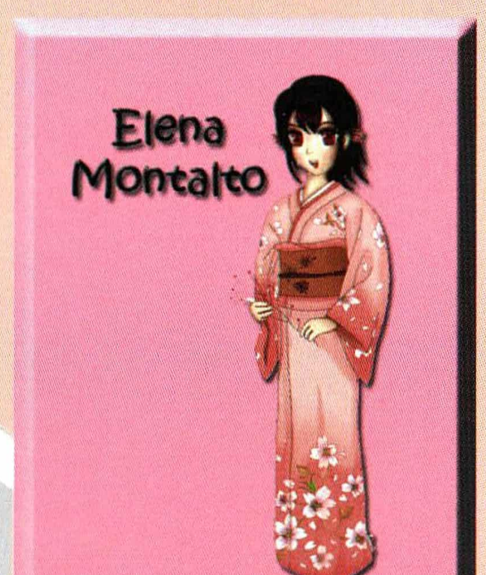










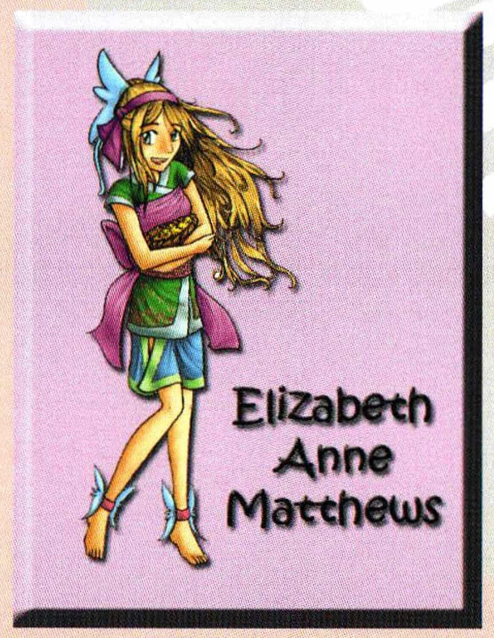


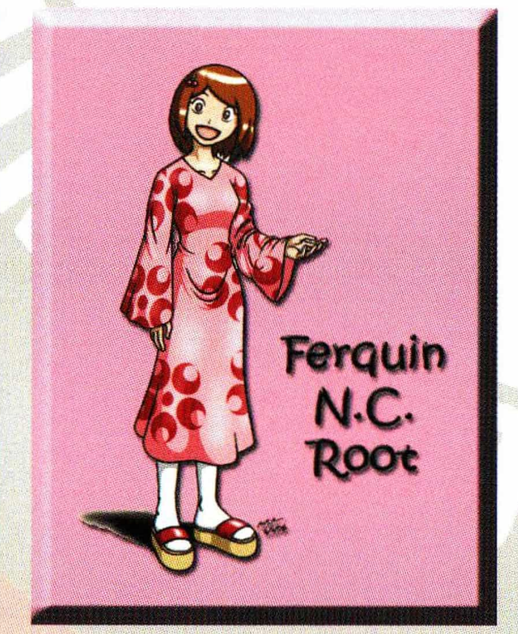
Exhibitor's Hall

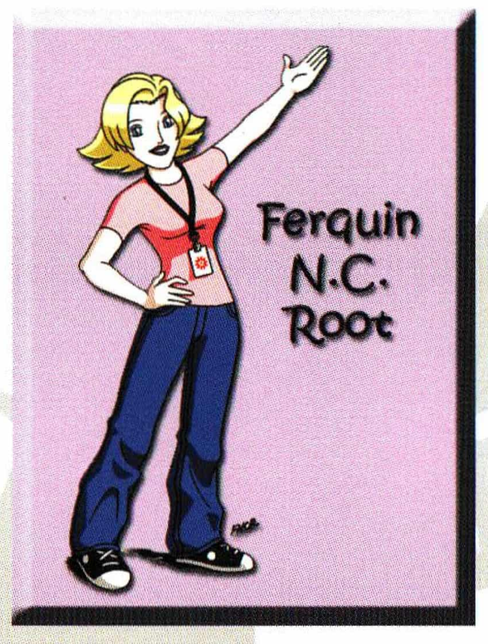
Sakura-Con is pleased to offer one of the largest anime and manga halls in the Pacific Northwest. The Exhibitors Hall is located onsite in the Washington State Trade and Convention Center. Shop at the many exhibitors who have no doubt brought their best merchandise for you.

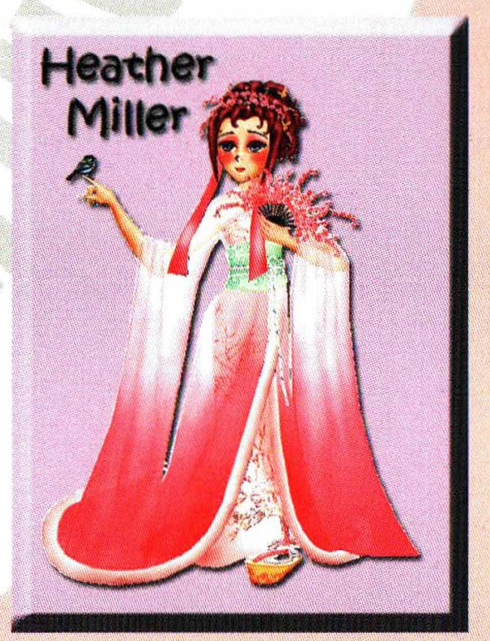
Mascot Contest

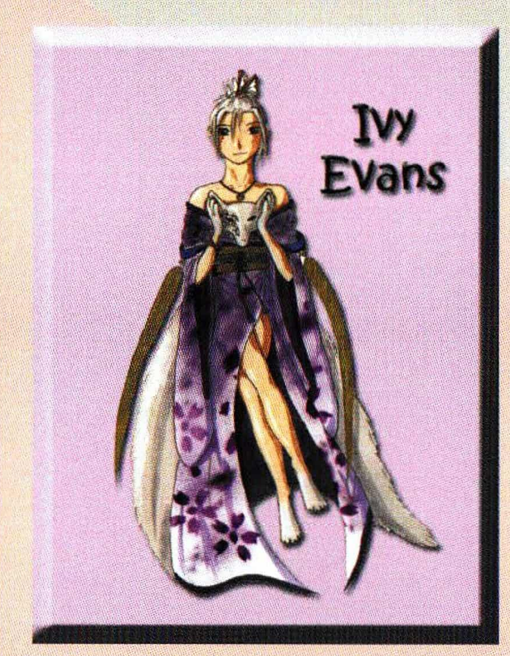
Celebrating 10 Years!

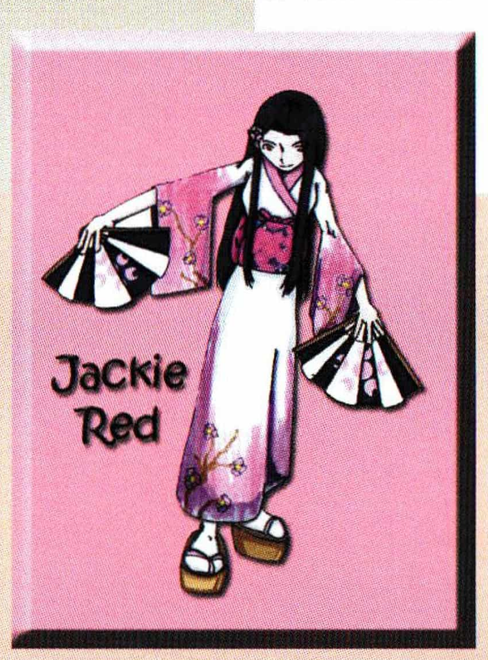


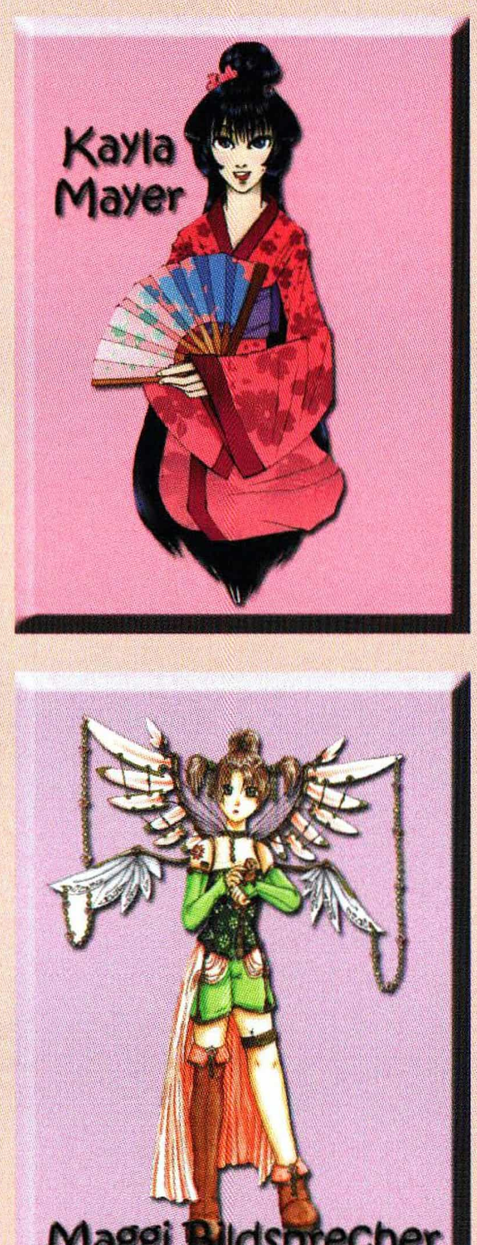












Manga Reading Room

We now have a place to get off our feet and chill between panels. Welcome the Manga Library! Thanks to the generous otaku here we have shelves of manga to read that we might not otherwise get to. There is no checking-out of manga, but we have comfortable chairs and have no problem with you guys making yourselves at home inside. Friday 10-6, Saturday 10-6 and Sunday 10-3

Mascot Contest

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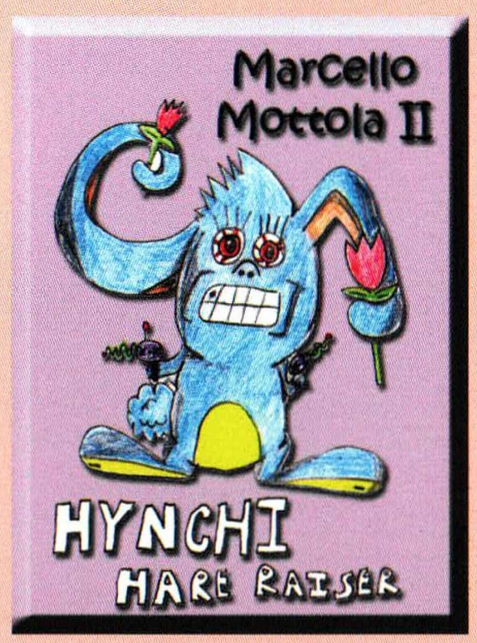

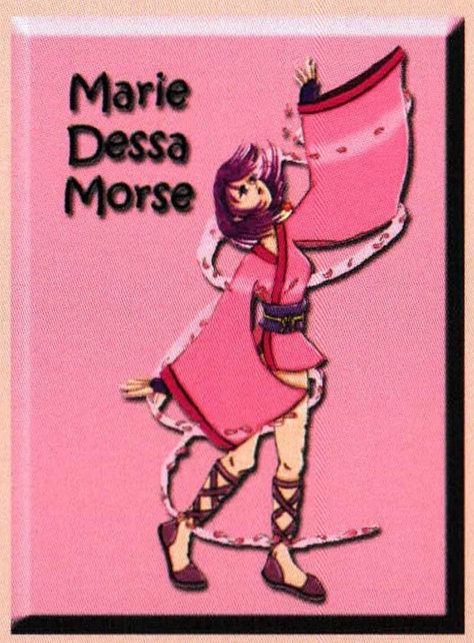

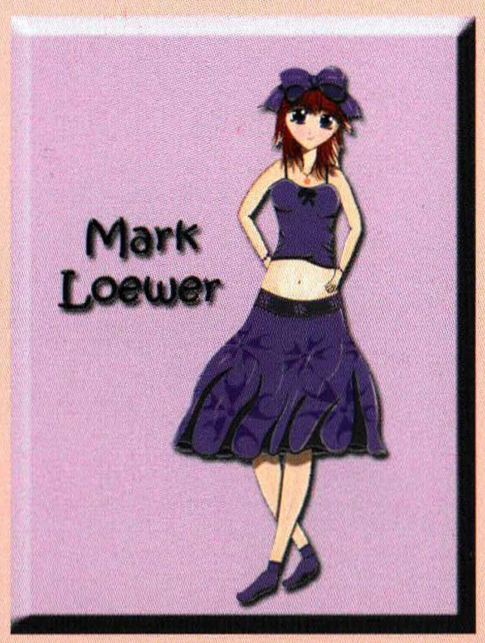

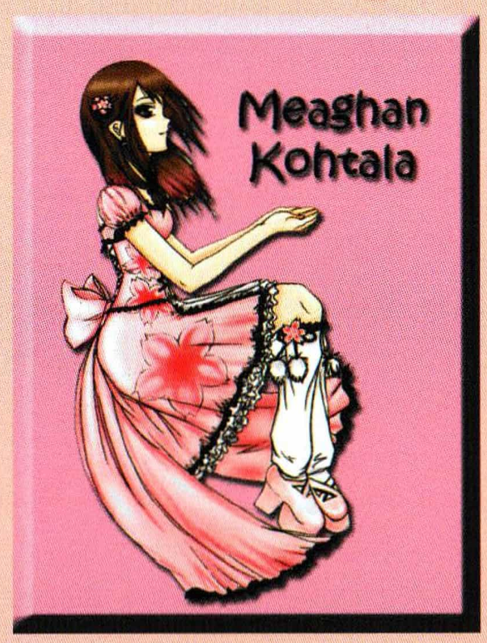

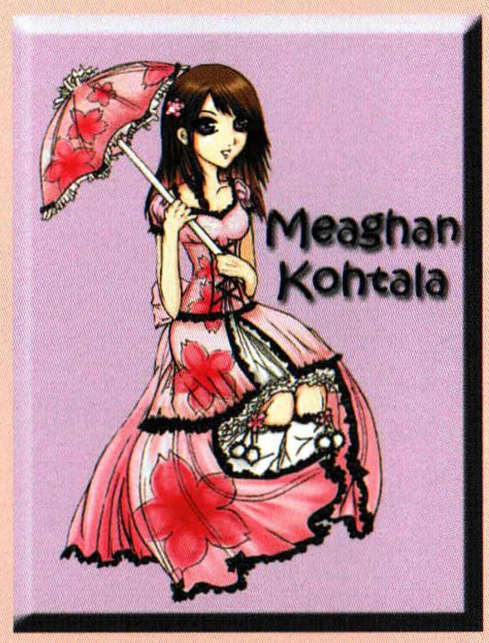

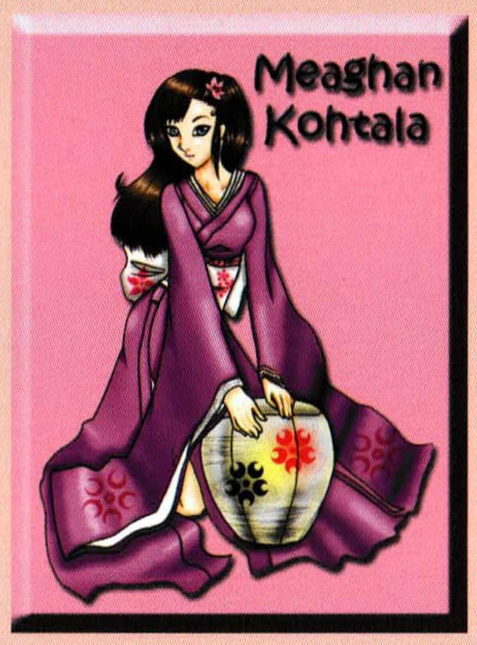

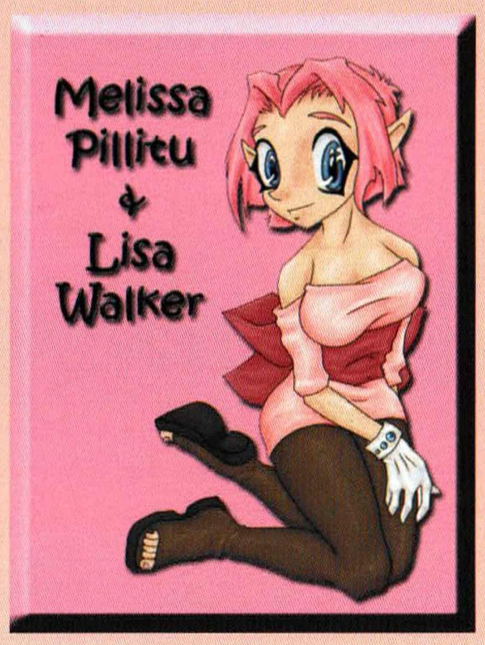

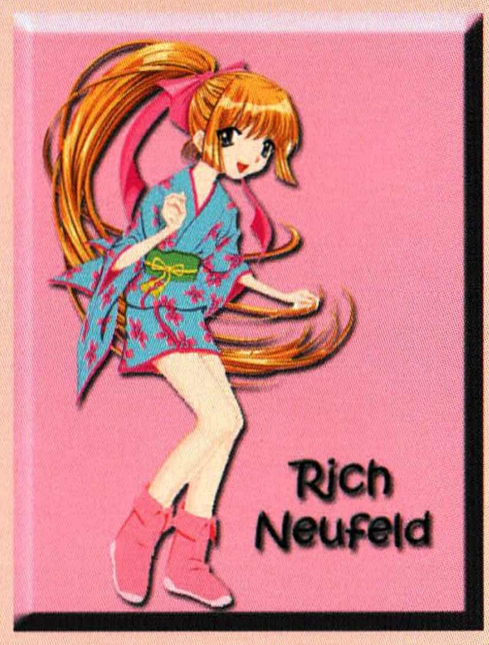

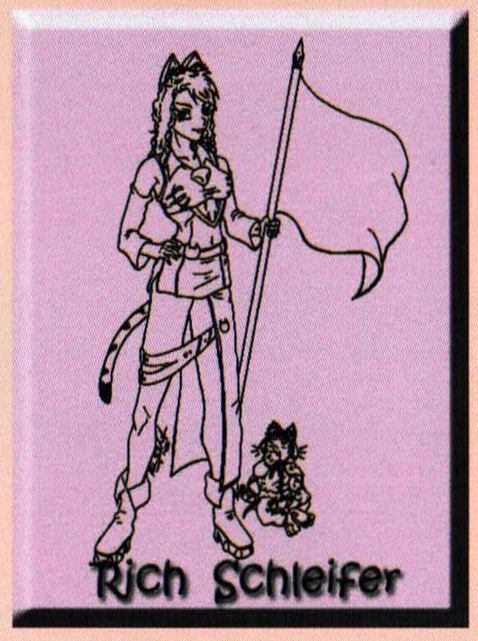

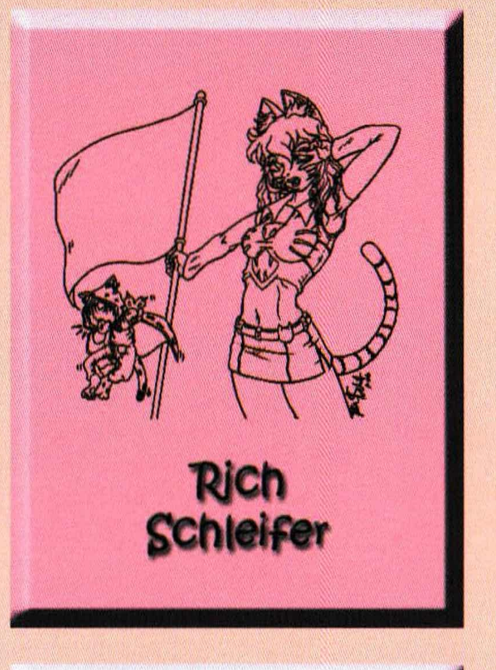

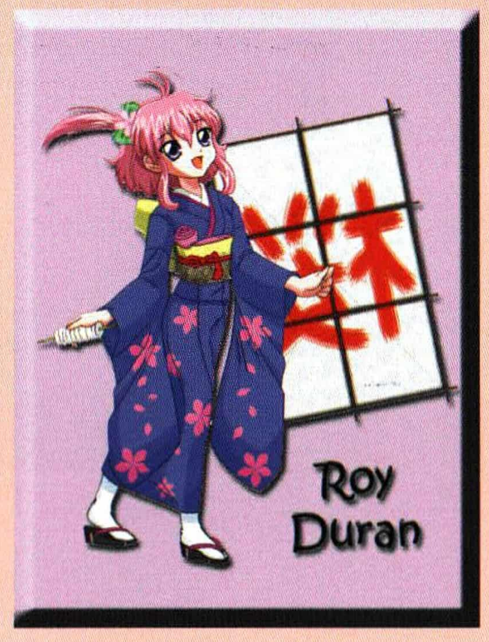

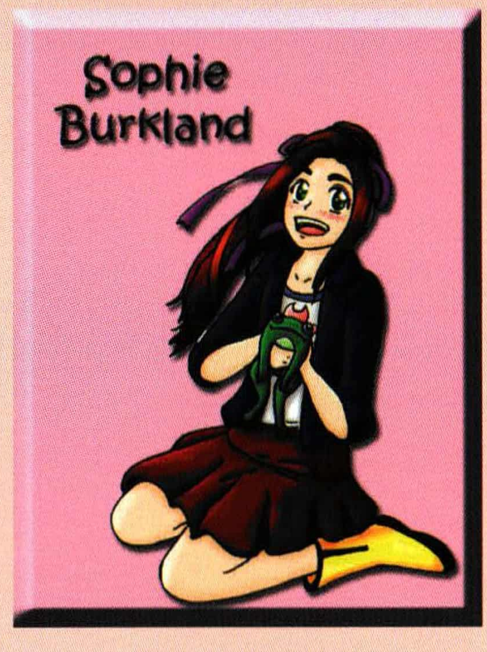

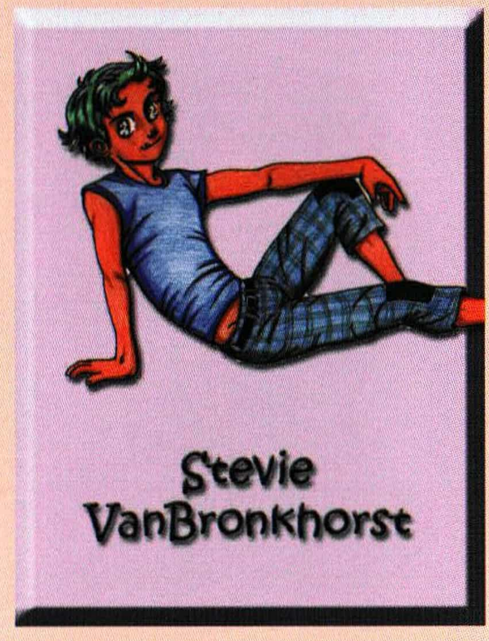

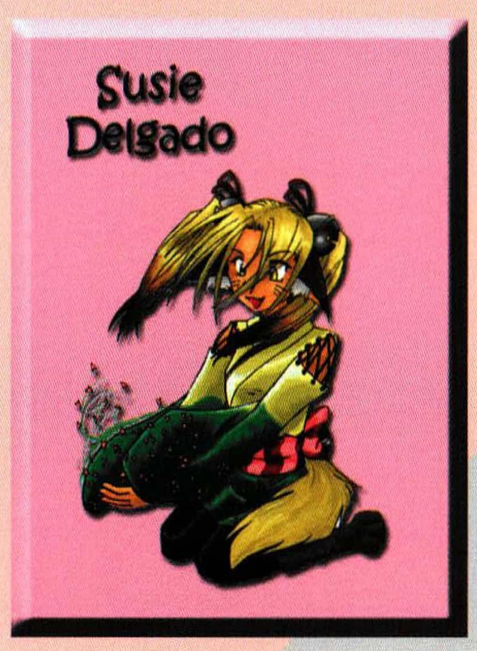

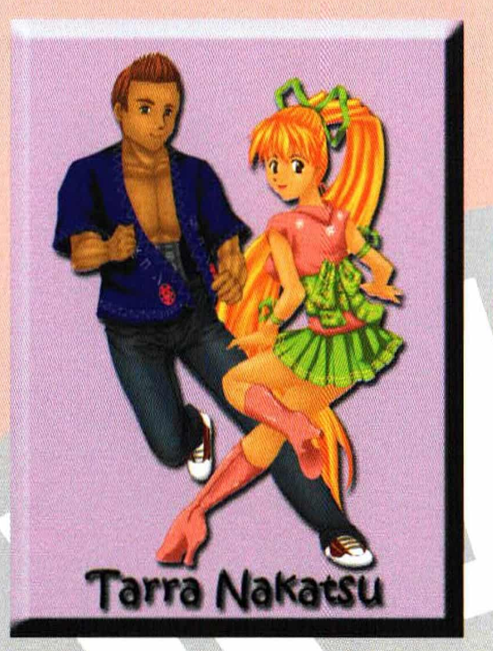

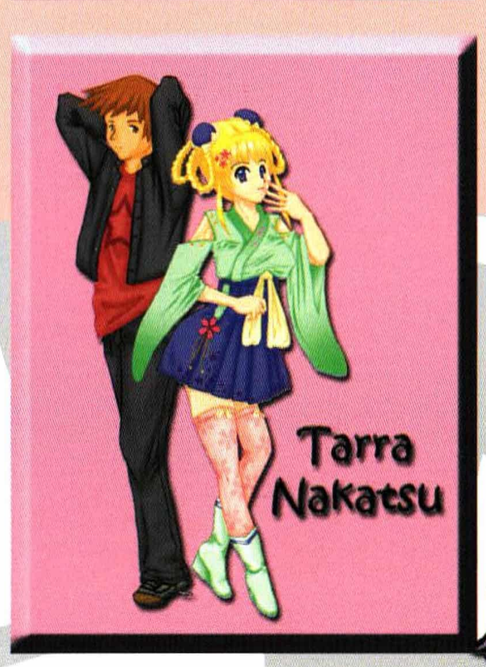

Winning Mascot by
Nicole Dubois

Thank you to all of our talented artists!

Mascot Contest

Celebrating 10 Years!

Anime Clubs in the US

• Anime Discovery Project
http://students.washington.edu/adp/index.shtml

• Anime No Shakai
www.seattleu.edu/student/activities/clubs/reg_club0304/anime_no_shakai.asp

• Anime Oasis
www.animeoasis.org/

• ASIFA Northwest
http://asifa.net/usa-northwest

• Cartoonists Northwest
www.cartoonists.net/

• Cascade Stereoscopic Club
www.cascade3d.org

• College Place MS Anime Club
www.mystwing.com/dt/dessa/CPMAC/index.html

• Cosplay Northwest Message Board
http://groups.yahoo.com/group/COSP-NW/

• Emerald City Comic Con
www.emeraldcitycomicon.com/

• Fandemonium
www.fandemonium.org/

• Giant Robot Appreciation Society
www.just-peachy.com/gras/

• Green River Anime Club
www.angelfire.com/freak2/rnbwlly/grac.html

• Kumoricon
www.kumoricon.org/

• Lake Stevens HS Anime Club
http://viking.lkstevens.wednet.edu/clubs/anime

• Middle of Nowhere Anime Club
www.shurato.net/monac/

Mom's Basement
http://groups.msn.com/MomsBasement

• Namakemon Anime Club
www.cwu.edu/~anime/INDEX.oops.HTML

• Northwest Anime Message Board
http://groups.yahoo.com/northwestanime/

• NOVA
www.novaanime.org/

• Northwest Classic Games Enthusiasts
http://nwcge.org/

• NW Convention Resource
www.sfnorthwest.org/

• PLU Anime Club
www.plu.edu/~anime/

• Portland State Anime Club
www.anime.pdx.edu/

• Seattle Sputnik
www.igda.org/seattle/

• Seishougakure
http://ladykara.proboards6.com/

• Tengokuno
www.angelfire.com/or3/upanimeclub/main/main.html

• TUNAC Anime at the U of Oregon
http://tunac.uoregon.edu/forum/

• WSU Anime Club
www.wsu.edu:8080/~anime/

Anime Clubs in Canada

• 3D CG in Canada
www.cs.ubc.ca/~van/cangraphics.html

• Altered Reality Club
www.sfu.ca/ar-club/

• Anime Alberta
www.anime-alberta.org/

• Anime Evolution
www.animeevolution.com/

• Animethon
www.animethon.org/

• Banzai Anime Klub of Alberta (BAKA) www.ualberta.ca/~baka/

• Dedicated Otaku Anime
http://www.acs.ucalgary.ca/~doa/

• IGDA Vancouver
http://www.igda.org/vancouver

• Japanese And Manga Society
http://people.uleth.ca/~jams.club/index.html

• Japanese Anime Watchers Society
http://members.shaw.ca/nekosei/

• McNally Anime Club
http://www.geocities.com/mac_2350/

• Otafest
http://www.otafest.com/

• Quickdraw Animation Society
http://www.awn.com/qas/1.html

• University of Victoria Anime Club

http://kafka.uvic.ca/~uvac/uvac/index.htm#

• V-SWAT
http://users.uniserve.com/~ryanm6/vswat.html

• Vancouver 3d Club
http://www.ghiweb.com/3dclub/

• Vancouver Japanese Animation Society (VJAS) http://www.vjas.com/

Sakura-Con 2007 - *The Anime Odyssey Continues...*

A Decade of Memories

The Story of Sakura Con

If someone ever tells you that you can't have your dream, don't listen to them. Don't believe them. Because, if you really want something and you try enough, with the support of your friends, you can win it.

Anime is like a child. Living, breathing, growing. It has such life and feeling and connects to all parts of life. Anime brings people together creating bonds and friendships.

Such was the case for five individuals who had met through a little place called the 'Anime Café.' Some of them knew each other before this having met online over computer bulletin board systems (BBS) . At that time, the internet did not exist as we know it.

In 1995, two people, myself being one, decided to form a club called 'Anime Tacoma! This small simple club that started in an apartment then moved to a house eventually became 'Anime Northwest' sucking in people from outside the Tacoma area. It showed on a small TV what little commercial anime there was at the time, and something else that still is shown today and has been for many years at the heart of anime fandom: Fansubs. 'Lupin', 'Slayers', 'Kimagure Orange Road', 'Bubble Gum Crisis', and 'Streetfighter' were prime examples of what we used to enjoy.

The club did very well. So well in fact that, one of it's members Rik Wall started the 'Anime Café' the same small store which led to this fateful meeting.

In the summer of 1997, these five people were talking and an idea came up. Science Fiction conventions while enjoyed did not have enough anime. They offered mainly Disney and cartoons that had little to do with it. One of them mentioned that a few other cities had started anime conventions. Most notable was 'Anime Expo'.

After much talk and debate, the five decided to share this idea with other friends. They began to form the basis of an organization. It was called Baka-Corp and it would run a convention called Baka!-Con. The first Northwest anime convention. The name was given because the idea was a wing and a prayer. Baka means 'idiot' or 'stupid' and somewhat appropriate for a couple of working stiffs and the rest college age people. We honestly didn't think it would last more then one year.

The first attempt at getting a hotel for the event, the Best Western in Fife, went badly. Some fancy footwork was needed to prevent problems that would keep the convention alive. About that time, two other individuals came in who were knowledgeable in the science fiction community and had experience working with conventions. They assisted, and at last a hotel was signed, the Doubletree Inn in Tukwila.

The idea continued to spread. Money was asked for and donated. Fliers went out. The people who worked hard attended science fiction conventions and other events to promote and gain support.

Around this time, shows such as Sailor Moon and Fushigi Yuugi were popular. The club 'Anime Northwest' was used to promote and advertise the new convention to people who were interested. A small staff began to form. Guests were discussed. The convention could not afford a lot. Further support was needed, so an outreach was started to some other people at anime clubs at colleges. The response was lukewarm at best.

Despite this, fifteen people who formed the basis of the first convention staff, pushed on. Through work schedules, school schedules, and internal differences, the day finally came for the first Baka Con! It was a wonderful success with an attendance of 313 people and calls for the staff of Baka to continue and do more.

But the convention was in the red. While it was popular, the money needed didn't quite show it. Faith came into play. Faith that this small wondrous thing would continue if given another chance. So, once again, those involved in the first convention began preparations for the next...Baka Con 99. Money was once again polled and fingers crossed. Maybe it was the popularity of the first convention and others around the country, but anime began to be more noticed and grow…

After Baka 98 ended, it was felt a board of directors was needed for greater oversight. I was privileged to be the first Vice President of the new ANCEA Board. The 'Asia-Northwest Cultural Education Association' had a dual mission. To govern the activities of the convention..and to promote Asian culture within it. This while good in theory was flawed in the fact; the convention didn't have proper organization.

Rouroni Kenshin and Gundam Wing were popular when Baka 99 once again took the stage. This time, with some better guests, a little more backing, and some unexpected support from local anime clubs, the convention pulled out of the red and into the black becoming not only successful in content, but financially. But, there was a problem. We had received indications that while the Japanese and certain companies liked our con, they did not like the name. We decided to ask our attendees, and at the end of Baka 99, people submitted names for us.

There were several suggestions. 'Ame-Con' (rain) and 'Sakura-Con' seemed the most noteworthy with a Northwest feel to them. After much debate, a vote was taken and Sakura Con won.

As the year of 1999 progressed moving towards 2000, concerns of Y2K were in the air and Card Captor Sakura was all the rage. We were once again planning as to what we wanted our future to be. But, these differences led to more changes. I was Chair of probably the most traumatic time in our organization's history. We came through with some necessary changes for the future that have led to our success today.

Sakura Con 2000 went off even better then planned. It was exciting, a new look, and a new attitude. It was also the last year in the Tukwila Doubletree as, we had outgrown that hotel. With an eye on the future, we were looking at our next place we needed to go for 2001. The Everett Holiday Inn.

While we continued to plan for Everett under a new Chair, I took the reins as the new ANCEA President. We implemented a new policy that we felt was rather unique. Based on the principal of the old ANCEA board, we felt education of Asian culture was unique and profound. No other anime con at the time was doing it to our knowledge. We adopted the motto: "Teaching Asian Culture and Understanding through the use of Japanese Animation.'

This led us to a program where we traveled many different places promoting both Sakura Con and ANCEA. It took a lot of time but gave the organization as a whole a new face and greater respect. This led to more support as companies began to take us more seriously. We actually began to get advertising that would be on our convention t-shirts.

Celebrating 10 Years!

Sakura Con 2001 was another milestone for us. As 'Captain Tylor', 'Nadesico', and 'Ayashi No Ceres,' were in demand, we managed to secure our first Japanese guest! This was a goal long hoped for and achieved along with others and put us on the map as a mid-size anime con. We were no longer something to be taken lightly in the Northwest.

But, while we had been planning for 2001, the ANCEA board had looked ahead and secured our hotel for the next four years. The Hilton in Sea-Tac. This hotel was chosen for many reasons not the least of which were its high ceilings for our video screens, but also because of the Marriott hotel next door. This would provide us with room for expansion as; we knew already we were going to need it.

More changes came. And with them the end of the Anime Northwest club. I no longer had time to run it with my family and the growing convention, not to mention my duties as ANCEA President. But, by this time there were other anime clubs for people to attend and while missed, AN was no longer as needed.

In 2002, while 'Fruits Basket' and 'Initial D" were hot, we expanded again bringing in more cultural organizations. We also included more gaming as it was gaining popularity, and another video room. The Hilton allowed us to have a much larger exhibitor's hall. Our main events room was also much larger then the dome we had been in at the Holiday Inn. It was an exciting though stressful time. Vampire Hunter 'D' : Bloodlust was just coming out of Japan and highly anticipated.

The following years 2003-2005 while fans enjoyed such shows as 'Jubei-chan','Pokemon' and 'Full Metal Panic', we were collaborating and trying new ideas. Bringing in Japanese Sumo Suits for people to have fun with was one. For those that tried them (me included) they were a new and unique thing. We had also expanded into the Marriot by 2004 and begun what was called 'The Wired' a fun combination gaming/music video room. The wired was so popular, we had minor complaints from people who were sleeping above it. Most people just enjoyed all the costumes and fun however. The exhibitors hall went from one large room to three large ballrooms by the end of 2005.

The year 2004 also was important in the fact, we had our first concert guest! This has led to one every year since up till the current convention you are attending today. It once again advanced us from 'mid-size' con to 'Big Con.'

ANCEA's mission and effectiveness grew along with Sakura-Con and even beyond it. In 2004 we took on our most ambitious expansion of our mission in Asian cultural education and hosted or participated in several large arts and cultural events as ANCEA, including an exhibition of contemporary Japanese design at the Tacoma Museum of Glass, Jump to Japan at the Seattle Children's Museum, and various smaller cultural events.

Before the 2005 convention, we already knew we once again had to make a choice. People at the end of the 2004 convention had been complaining they were crowded. They needed more space. But, we had utilized every bit of space we possibly could between the two hotels. So, we researched and decided that our best bet was the Washington State Convention and Trade Center in downtown Seattle.

Many of us did not want to go to Seattle. While overcrowded, we were comfortable with Sea-Tac. The idea of going downtown to higher prices and uncertainty as to our future weighed heavily. But, we knew if we wanted to survive and grow, it was a step we needed to take. Before the 2005 convention, we had already signed contracts and chosen our hotels. It would be another milestone for us as we went not only to a new facility that was much larger, but into a whole new set of rules and regulations we needed to become familiar with and multiple hotels.

The 2006 convention last year was a whole new learning experience for us. Things we had done in the past that worked at hotels would now have to be re-examined as we worked with the staff of the WSCTC as well as the extra hotels. Crowd control took on a whole new meaning as well as the challenge of programming extra rooms for the twenty four hour periods. An extra video theatre was added bringing us to four, and the video rooms became automated to save on staff and promote greater efficiency. Our main events equipment which had gotten more sophisticated through the years now expands to professional concert level gear which we are very proud of.

Our most recent effort outside of Sakura-Con was a performance presented by ANCEA at the Seattle International Children's Festival exploring Anime and Manga as it relates to traditional Japanese art forms with a multimedia presentation and live performances. The original mission of ANCEA lives on today with a streamlined ANCEA/Sakura-Con board that includes directly planning Sakura-Con with an eye for including Asian cultural programming. It is ANCEA's mission to not only continue the Sakura-Con fan dream but to also use it for the good of cultural exchange.

So, what will our future be like? Who can say. We continue to progress coming up with new and more innovative ideas. Some haven't been done yet because we felt it wasn't the time. But…there's always the future.

Look for us to continue to be a positive influence in the community. And thank you all for supporting anime and Asian culture in the great Pacific Northwest.

Written by:

Daniel Harrison
Vice Chair
Sakura Con 2007

Hellsing ヘルシング also celebrates a 10th anniversary with the Hellsing Ultimate 2 Premier at Sakura-Con!

Presented by Geneon
Room 609 Saturday 9:00 p.m.
We will start off by showing Hellsing Ultimate 1, and then move on to the premier of Hellsing Ultimate 2 with cast and creators.

Sakura-Con 2007 - *The Anime Odyssey Continues...*

Thanks to all our hardworking staffers, both on and off our list. Because of publication deadlines this list is subject to change.

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Elizabeth Nolan	Registration Staff Manager
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Danielle Sager	Registration
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Christopher Gebhart	Registration
Sarah Kadish	Registration
Chad Bosquez	Registration
Eduardo Villagomez	Registration
Jeff Klein	Registration
Tia Quin	Registration
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B Kei	Registration
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Vinson Banda	SAS
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Bijua Napat	SAS
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Celebrating 10 Years!

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Ashley Bernoudy	Exhibitors Hall
SimonXu	Exhibitors Hall
Kevin Whang	Exhibitors Hall
Chris Decker	Exhibitors Hall
Tasha Norris	Exhibitors Hall
Adam J	Exhibitors Hall
Brianne Jaeckel	Exhibitors Hall
Carmen Lau	Exhibitors Hall
Jerry Summers	Exhibits Hall
Hideki Saito	Japanese Guest Liaison Coordinator
Eureka Kobayashi	JPN Guest Liaison
Hitomi Ross	JPN Guest Liaison
Elias Ross	JPN Guest Liaison
Kamalea Cott	Relations
Lois King	Relations
Amy Elder	JPN Guest Liaison
Hidehiro Mitani	JPN Guest Liaison
Christopher Louck	AMR Guest Liaison Manager
Jeremy Holt	AMR Guest Liason
Roger Trottier	AMR Guest Liason
Whitney Nolte	Guest Liasion
Rochelle Mantanona	AMR Guest Liasion
Audrey Utz	Web Comic Liaison
Peter Williamson	Relations
Christine Small	Relations
Eleanor Harrison	Relations
Connie VanDyk	Relations

2007 Staff

SAKURA-CON POLICIES

Section I: Sakura-Con/ANCEA Membership Policy

A. Membership and Dues

All members are to pay dues and are eligible to attend Sakura-Con. An individual becomes a member of ANCEA/Sakura-Con on the day their registration paperwork is received by Sakura-Con Registration and dues are received. All members are eligible to attend Sakura-Con. There are two types of membership:

1. Voting Membership

All Sakura-Con staff members are Voting Members and are eligible to vote on issues pertaining to ANCEA and Sakura-Con. Voting Members must apply and be approved by the Director of the Department in which they apply to uphold a staff position for the current year of Sakura-Con, with the number of hours, not less than 16, determined annually by the President, and are eligible to vote at General Meetings. Voting Members are considered official representatives of Sakura-Con and are responsible for fulfilling their assigned duties as defined by the Convention Structure. All Voting Members also have all the rights and responsibilities of Attendee Members.

2. Attendee Membership

Attendee Members have no duties or responsibilities whatsoever as defined by the Convention Structure, other than to honor Sakura-Con Policies at Sakura-Con, and are not eligible to vote at General Meetings but are eligible to nominate board members. Additionally, all Attendee Members are invited to attend Sakura-Con General Staff meetings to learn more about ANCEA/Sakura-Con and to become involved in year round ANCEA activities, including receiving the electronic Sakura-Conduit Newsletter.

B. Membership Dues and Expiration

All Members must pay dues as determined by the Executive Board Annually. The current membership year (known as "current year") is the period of time beginning immediately following the last annual meeting (elections meeting) and ending at the end of the next annual meeting (elections meeting). All memberships with the exception of the Executive Board members in the second year of their two-year terms are valid unless revoked or terminated until immediately after the Elections meeting. At that time, the membership to the Sakura-Con organization expires and must be renewed for the new convention planning year.

C. Payment of Membership Dues

Payment for ANCEA/Sakura-Con membership can be made at any Sakura-Con General Meeting or through other officially recognized channels.

D. Switching Memberships

Members may change from a Voting Member to an Attendee Member, or vice versa provided they meet the criteria for the membership they are switching to-including paying the correct dues for their level of membership and, in the case of Voting Members, switching before the current year's Sakura-Con and before the Annual Meeting (elections meeting).

1. Refund for differences in dues

Refunds for differences between the Attendee Membership and the Voting Membership dues are limited to the time from when the individual switches memberships to the deadline for declaring staff candidacy for the convention as determined by the Board.

2. Payment for differences in dues

When switching between a Voting Membership and an Attendee Membership, one must pay the current Attendee Membership Dues.

E. Nominations, Elections and Voting Procedures

1. Nominations

Nominations are held only for the Executive positions open for re-election in any given year. These nominations are open from the end of the Assault & Flattery panel held on the last day of the convention until the start of the Annual Meeting (Elections Meeting) At the Annual Meeting (Elections Meeting), one final call for nominations will be held and then closed for all Executive positions right before the elections unless a position becomes vacant at the meeting. In which case nominations may be called to be open by 3/4 vote of the attending Voting Members-otherwise they are to remain closed and the position will remain open to nominations until the next general meeting with Quorum as per the ANCEA bylaws. Those running for an Executive position are required to attend the Annual Meeting (elections meeting). Failure to attend will result in forfeiting the nomination.

2. Election of the Executive Board

The Sakura-Con /*ANCEA Executive Board is elected to two-year terms on a staggered basis. Elections are usually held four to six weeks after the convention. The elected positions are the President, Vice President, Secretary, Membership Secretary, Treasurer, Financial Officer, Director of Operations, Director of Publicity, Director of Programming, and Director of Relations. All other positions in the Convention Structure are filled by appointment only.

3. General Voting Procedures

Only Voting Members of the ANCEA / Sakura-Con organization may vote at ANCEA/Sakura-Con General Meetings. See above sections on Membership. As per ANCEA bylaws, only one vote per voting member is allowed on each matter put to vote.

4. Absentee Voting

Absentee voting is allowed only at the Annual Meeting (Elections Meeting). Only Voting Members of ANCEA / Sakura-Con may submit absentee votes. All absentee voting must be communicated in writing to the current Secretary two days prior to the Elections Meeting. An absentee vote is invalid if the absentee decides to attend the Elections Meeting.

F. Termination of Membership

1. Revocation of Voting Membership

Voting Memberships can be revoked with a written notice of removal signed by the Director of the department of which they are a member. A copy of the written approval and notice shall be filed with the Secretary. No compensation for time volunteered will be made upon revocation of Voting Membership. This revocation of Voting membership does not bar the individual from re-registering as either an Attendee Member or serving as a Voting Member in a different capacity unless specifically noted in the revocation.

2. Termination of Attendee Membership

All Attendee Members are expected to honor all federal, state, and local laws while attending Sakura-Con including the Rules of Conduct. ANCEA/Sakura-Con reserves the right to revoke membership.

G. Appeal Process for Revocation or Termination of Voting Membership

If a membership to ANCEA/ Sakura-Con has been revoked or terminated, the individual must complete the following steps in order for the appeal to be considered:

The individual whose membership has been revoked or terminated has 35 days from the dated letter informing the individual that his or her membership has been revoked or terminated to send their appeal packet to the Sakura-Con P.O. Box address. This appeal packet should contain:

A letter explaining his or her reasoning to the Board as to why the Board should reconsider the revocation or termination of his or her membership.

Copies of letters, forms, documents, etc. that can support his or her appeal to be reinstated as a member of the Sakura-Con organization.

The Executive Board (Board) has thirty days after receiving the letter to schedule a closed meeting which the individual will be required to attend. At this meeting, the individual will be allowed to verbally contest the revocation or termination and present new evidence for repealing the revocation or termination of their Sakura-Con Membership. At this meeting, the Executive Board will make the decision either to uphold the revocation or termination of this individual's membership or reinstate this individual's membership for the current dues period. In the case of a revoked Voting Membership, the involved parties (affected Director, supervising manager and removed Voting Member) will present their testimony and answer the questions of the Board. The affected Director shall not vote on the outcome and will leave the room along with other involved parties during the vote for or against upholding the revocation of the Voting Member's status. The decision of the Executive Board is final.

H. Expenditure Reimbursement

All reimbursement for expenditures throughout the convention planning year must fulfill the following requirements:

The expenditure was indicated in the department budget that was approved by the Executive Board (Board). If the expenditure was not pre-approved in the department's budget, it will NOT be reimbursed.

Additional expenditures beyond what was indicated in the department budget after it has been approved must be authorized by the President and Treasurer, or no reimbursement will be issued.

Reimbursement must be accompanied by either a receipt, credit card statement, or other form of proof of purchase that the Financial Officer will allow.

A reimbursement form with the receipt or other acceptable proof of purchase attached must be completed and signed before a check can be written to repay the expenditure.

All reimbursements for the previous convention will be valid and reimbursed until sixty days after the previous convention has occurred. After sixty days have passed, no reimbursement for the previous convention will be permitted.

I. Membership Meetings

1. Executive Meetings

Executive Board Meetings are required at least once per month and can be canceled or postponed by the President for up to one month. An Executive Meeting must be scheduled and completed immediately after a postponement or cancellation. The first Executive meeting of the current year must take place immediately after the completion of the Annual Meeting (Elections Meeting) as per ANCEA Bylaws. Executive meetings can be called by the President or by two members of the Executive Board, as per the ANCEA Bylaws, but are regularly to be scheduled at least 10 days in advance by the President.

2. Departmental Meetings

Departmental Meetings are required for all departments,at least once every three months as in-person meetings. Alternative means are acceptable such as: via phone, Internet, or other forms of electronic communication.

3. General Meeting

As per the ANCEA bylaws ANCEA / Sakura-Con General meetings will be scheduled and determined by the President. Meetings will be once a month and meeting notice will be at least 10 days before said meeting as per the ANCEA bylaws.

J. Sakura-Con Convention Period

Sakura-Con dates shall be determined by the Board for the current year as defined by the ANCEA bylaws.

K. Sakura-Con Convention Structure

The Convention Structure is to be administrated by the Directors as needed to fulfill the needs of their department.

Section II: Rules of Conduct for Sakura-Con

A. Rules of Conduct

The following rules of conduct must be followed by all Sakura-Con Attendee Members and Voting Members in order to provide a safe, secure, and pleasant environment and to fulfill the basic qualification of membership as per the ANCEA/Sakura-Con bylaws.

These activities are **not allowed** during the Sakura-Con convention:

- Loitering
- Engaging in disruptive and unsafe behavior that disturbs the public or staff
- Physical or verbal harassment of the public or staff
- Any act which could result in substantial risk or harm to people or property
- Sexual misconduct, such as indecent exposure, offensive touching, or sexual harassment
- Engaging in any activity prohibited by law
- Possession of any item defined as a weapon, illegal or not
- Literature distribution without the written permission of ANCEA.

Individuals whose actions violate these rules will be asked to stop such actions. Sakura-Con reserves the right to require anyone violating these rules of conduct to leave the event. Sakura-Con may withdraw permission for a person to re-enter the event if that person continues to violate these rules. Any violation of the rules of conduct which involve activities prohibited by law will result in notification of the proper authorities.

Section III: Convention Polices for All Members at the Sakura-Con Convention

A. Animals

ADA working animals are allowed in the convention space. Non-ADA animals are not permitted.

B. Autographs

Each Guest of Honor will have designated autograph times during the convention. To allow as many Members as possible to receive an autograph from convention Guests of Honor, please obtain only one autograph per trip. Members will not be barred from re-entering the line to obtain additional signatures during the scheduled autograph times, but please allow others to receive their autographs in a timely fashion as well. Members who arrive early should respect those who are in line for an earlier session by following directions given by Sakura-Con representatives. Please present only properly licensed products for autographing.

C. Badges

Badges must be worn chest high and be visible at all times. Individuals without badges will not be granted access to convention space. A fee will be charged for replacing a lost badge. Replacement badges will be authorized by Registration. Check at the Sakura Attendee Services (SAS) Office for lost badges. Please return any found badges to SAS staff immediately.

D. Bare Feet

Due to public health and safety requirements, all Members are required to wear approved footwear while in the convention space. Acceptable footwear includes shoes, sandals, flip-flops, aqua sox, and slippers.

E. Costumes

We are all excited about dressing up as characters and in costumes for the upcoming Sakura-Con convention. Sakura-Con reserves the right to deem a costume unacceptable and request the wearer to make modifications as necessary. This convention is a family-friendly event. Please keep this in mind when choosing costumes and allow common sense and good taste to prevail (see section III-N regarding Indecent Exposure). Footwear, per the Bare Feet policy (section III-D), is required in the convention space. Please remember to follow hotel policies for items such as towels that may be permanently stained by makeup removal.

F. Drinking

If you drink, don't drive! Please have a designated driver. There is no drinking in the convention space, except where designated. Individuals must be 21 to consume alcohol in the United States. This also applies to our international Members. Serving alcohol to minors is against United States law. Individuals who appear to be intoxicated will not be allowed into the convention space.

G. Flyers

Sakura-Con will have a message board available at the Info Booth for people to post information but it must be approved by info booth staff to be posted. Please do not post any flyers on the doors or walls of the convention space; they will be removed. Please make sure flyers are family friendly. Also see the Signage policy (section III-V) regarding signs that offer services.

H. Food

No outside food or drink is allowed in the convention space.

I. Gaming

No Live Action Role Playing (LARPing) is allowed.

J. Guests of Honor

Sakura-Con's Guests of Honor have taken time out of their busy schedules to attend. Please respect the privacy of the Guests of Honor. Members will be able to gather autographs of the guests during specified times. Unruly behavior is a "Three Strikes" offense (see section III-Z) and may result in disciplinary action up to termination of membership.

K. Harassment and Assault

Sakura-Con does not tolerate harassment. Harassment is any behavior that intentionally annoys, threatens, or alarms another person. This includes any unwanted physical contact, following someone without a legitimate reason, or threatening to physically harm someone. Remember, if someone approaches you and you tell them to leave you alone, their business with you is done. If they do not leave you alone as you have requested, their actions may be grounds for a complaint of harassment.

Offenders will be given a strike per the "Three Strikes" policy (see section III-Z) and may face revocation of their membership if the offense warrants such action. Preliminary determinations will be made by the Sakura-Con Attendee Services Manager.

If an assault occurs, call 911 immediately, and then please report the matter to Sakura Attendee Services.

A person who assaults or harasses another person is guilty of a crime under Washington State law.

L. Hotel Room Stuffing

Room stuffing is not allowed. The occupancy limit for standard hotel rooms is four people, except with the hotel's permission; i.e., an infant. Please check with the hotel for details.

M. Illegal Substances

Any illegal substance abuse or paraphernalia will be reported to the appropriate authorities.

N. Indecent Exposure

Sakura-Con requires that all Members wear attire equivalent to at least a non-thong swimsuit while in the convention space. Sakura Attendee Services may, at their discretion, ask Members to change their attire if they are not complying with this policy; repeat offenders may earn a strike against their badge as per the "Three Strikes" policy (see section III-Z).

Overt sexual behavior or attire will result in Sakura Attendee Services asking the Member to stop, and may result in a strike against the Member's badge. If there is any disagreement with the decision of SAS, or if the Member feels that he or she is being treated unfairly by SAS, he or she may appeal to the Director of Operations, but the Director of Operations' decision is final.

O. Liability

Sakura-Con, ANCEA, and its affiliates are not responsible for any loss, damage, theft, or injury. Members are responsible for their individual actions and any repercussions that may result. Civil or medical emergencies are to be handled directly by the proper authorities.

P. Merchandise

All merchandise must be paid for. Members must keep receipts with them at all times. Please wait in line and do not crowd the exhibitor's tables. Any weapons that are purchased from the Exhibitors' Hall must be peacebonded, as per the Weapons Policy (section III-AA).

Q. Minors

When minors pick up their badges, they must be accompanied by a parent or designated guardian. A designated guardian must have written permission from the minor's parent or legal guardian. All guardians must be age eighteen or over and a registered Member of the convention. All minors must have a parent or guardian on the premises at all times.

1. Minors age 12 and under

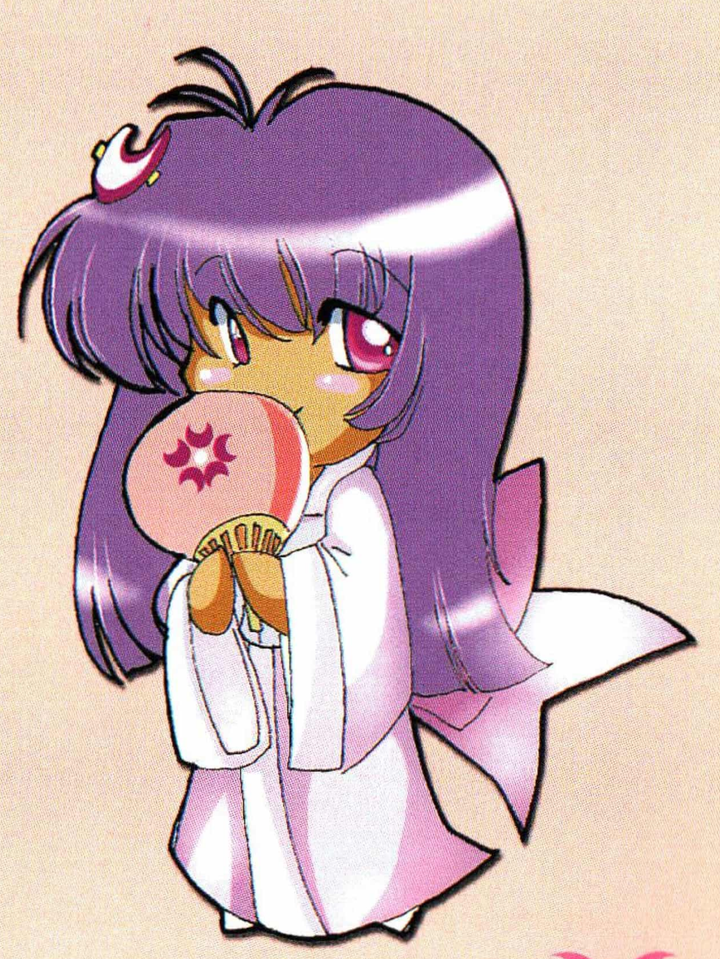
All children age twelve and under must be accompanied at all times by a parent or guardian who is a registered Member of Sakura-Con.

2. Minors age 13 to 17

All minors thirteen to seventeen must have a parent or guardian in the convention space at all times. All parents and guardians must be registered Members of Sakura-Con.

3. Curfew policy

Sakura-Con has a curfew on all convention space at 1:00 AM. All minors age seventeen and under in the convention space after 1:00 AM will be asked to leave. Curfew time ends at 5:00 AM.



R. Photography

Cameras and camcorders are not allowed in the Art Show. Photography of art, model, toy and collectibles displays may be allowed with the permission of the Art Show Coordinator and the artist. Contact the Art Show Coordinator for more details. Photography of original artwork in Artist Alley is not allowed without permission of the artist.

Photography is restricted to specific events. Please see event descriptions to see which events allow photography. Photography of all other aspects of the convention is allowed, as long as it does not disrupt events or the flow of traffic, and the subject does not object. Please be considerate and ask first before taking pictures of guests, other Members, or the general public.

S. Press

Press MUST check at the Press Room for additional information pertaining to Press. Sakura-Con reserves the right to grant or deny approval for all video recording requests. Permissions may be retracted at any time.

T. Room Parties

Sakura-Con does not recognize or endorse room parties. Sakura-Con does not allow advertising of room parties in any official capacity. This includes flyers, message board threads, or email correspondence via any official Sakura-Con channels. Sakura Attendee Services will work with the hotels to keep records of actions taken by hotel security, and will revoke convention memberships from individuals removed from a convention hotel site by hotel security.

U. Recreational Vehicles

Sakura-Con is not responsible for RV arrangements, reservations, or fines due to violation of rules caused by unauthorized RV parking.

V. Signage

While in convention space, please refrain from displaying or wearing signs that offer services. Signs with inappropriate content will be removed, and may result in a strike as per the "Three Strikes" policy (see section III-Z). Also see the Flyers policy (section III-G).

W. Sleeping in Convention Areas

Do **NOT** sleep in the convention space or public areas.

X. Smoking

Washington State law prohibits smoking indoors and within twenty-five feet of doorways and building ventilation access. Please follow hotel policies regarding smoking in hotel rooms.

Y. Theft

Any Sakura-Con Member caught in the act of shoplifting or stealing will be handed over to the authorities, have their membership revoked, and refused service into all future Sakura-Con events. No exceptions.

Z. "Three Strikes" Policy

Sakura Attendee Services watches for both policy violations and criminal activity. Policy violations are handled by Sakura Attendee Services under Sakura-Con's "Three Strikes" policy:

- **Strike One:** the Member is given a general warning and informed of the policy being violated.
- **Strike Two:** Membership is suspended, his or her badge is reclaimed by Sakura-Con for one hour, and the Member is escorted from the convention space. The Member may retrieve his or her badge at the Sakura Attendee Services Office after one hour.
- **Strike Three:** Convention Membership REVOKED.

Strikes may be issued for reasons including but not limited to:

- Harassment;
- Disorderly conduct or disruption of the convention or hotels;
- Violation of any convention polices as stated in this document;
- Avoiding a Sakura-Con representative trying to speak with you about a policy violation.

There is NO time limit between strikes. Should a membership be revoked, the Member can appeal the circumstances to the Sakura Attendee Services Manager and the Director of Operations during the convention.

Criminal actions are referred to local law enforcement and will lead to immediate ejection from the convention regardless of the "Three Strikes" policy.

Facility security and staff of any public function space do not have general responsibility for any aspect of the convention, but can choose to respond to any disruptive action. If the security or staff from any public function space should choose to remove an individual from the convention site, the convention will immediately revoke membership.

Sakura Attendee Services reserves the right to revoke membership and eject anyone at any time from the convention without a refund.

AA. Weapons

No Members will be permitted to carry any kind of functional projectile weapon. This includes individuals who possess a weapons permit or concealed weapons permit. Keep them at home. Anyone found in possession of such a weapon will immediately have their membership revoked. Individuals caught in the illegal possession of a functioning projectile weapon will be reported and turned over to the proper authorities. All other items that could be used as a weapon MUST be peacebonded.

KUMORICON

THE PORTLAND-VANCOUVER ANIME CONVENTION

COSPLAY • CONSOLE AND LAN GAMING
PANELS • VENDORS • WORKSHOPS
FAN FICTION • SPECIAL GUESTS
KARAOKE • ANIME VIEWING
CHARITY AUCTION • RPG

5TH ANNIVERSARY!
NEWLY BUILT VENUE
GIANT VENDORS' HALL
NEARBY RESTAURANTS
STATE-OF-THE-ART GAMING ROOM WITH THE LATEST CONSOLES
ALL FAN-RUN

PRE-REGISTER TO HAVE YOUR BADGE MAILED!
$30 UNTIL APRIL 30
$35 UNTIL AUGUST 10
$40 AT THE DOOR

VISIT OUR BOOTH IN THE SAKURA-CON MARKETPLACE TO REGISTER NOW!

SATURDAY-MONDAY, LABOR DAY WEEKEND
SEPTEMBER 1-3, 2007
VANCOUVER HILTON AND CONVENTION CENTER
PORTLAND METRO AREA
WWW.KUMORICON.ORG

Peacebonding will be conducted at the Peacebonding table next to the Registration area. After hours, please see the Sakura Attendee Services Office to obtain a convention - recognized peacebond. Complete this action BEFORE wandering through or around the convention space, or you will receive a strike against your badge as per the "Three Strikes" policy (see section III-Z).

All bladed items must be kept in their sheaths at all times in the convention space. Weapons should never be waved around in a manner that may be construed as use of the weapon (this is considered brandishing).

Gun replica or other replica projectile weapons should not be pointed at anyone at any time. Replica pistols need to remain in a holster; replica rifles need to be slung.

Paddles (all varieties - including yaoi paddles) are not allowed.

Drawing a weapon in the convention space, including parking lots, may result in immediate revocation of convention membership. Keep in mind, police will assume all drawn weapons are functional, and will act accordingly. If you are unsure whether your weapon is acceptable in the convention space, please ask Sakura Attendee Services personnel or ask at the Convention Office.

Exotic weapons will be dealt with on a case-by-case basis. Do not bring weapons that Sakura Attendee Services cannot tell are fake from ten feet away.

AB. Video Recording Policy

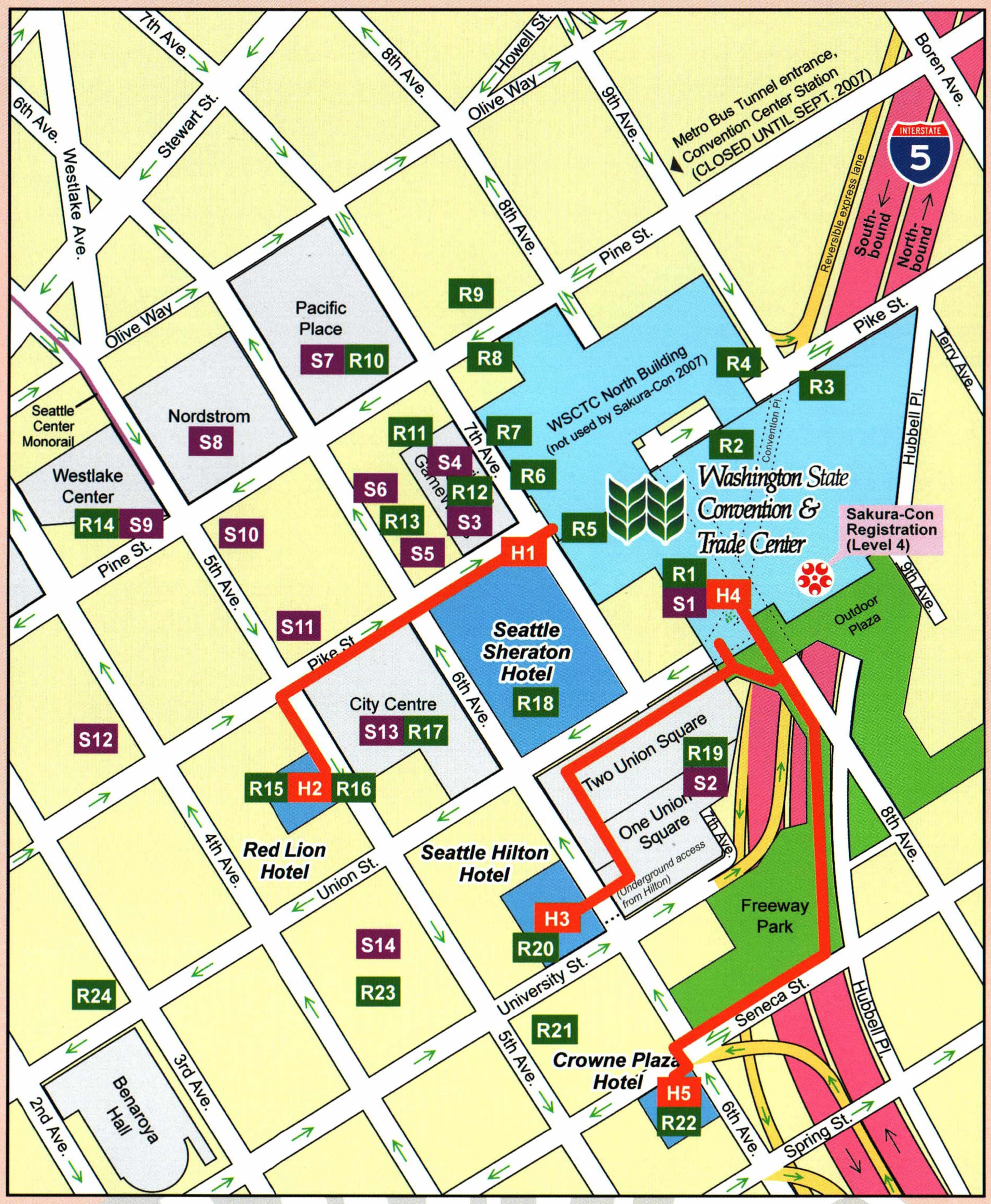
Video recording is restricted to specific events. Please see event descriptions to see which events allow video recording. Video recording of Guests of Honor near their personal hotel rooms is prohibited.

Section IV. Policy Revision

The policies listed herein are subject to change at any time as deemed required. Policy changes must be ratified by a 2/3rd majority of the membership at a General Meeting where a quorum is present.

The foregoing policies were last amended by the Secretary and the Membership Secretary on January 14, 2007.

Sakura-Con 2007 - *The Anime Odyssey Continues...*



Area Guide

Celebrating 10 Years!

Hotel Access to the Convention Center

H1 **Seattle Sheraton:** Exit the hotel from the door at the corner of 7th and Pike. Cross 7th Avenue and enter the WSCTC south building at the Level 1 entrance on Pike.

H2 **Red Lion Hotel:** Exit from the lobby onto 5th Ave. and turn left to the 5th and Pike intersection. Turn right and cross 5th Ave. Walk two blocks up Pike St. Enter the WSCTC on Level 1 at the corner of 7th and Pike.

H3 **Seattle Hilton:** *(Underground concourse)* From the lobby, take the elevator down to the Concourse level. Exit from the rear doors of the elevator and turn right. Take the escalator up and follow the sign to Two Union Square. (On your way back, the entrance to the escalators toward the Hilton will be labeled "5th Avenue Theatre/Rainier Square".) If the indoor concourse is closed at night or on Sunday, exit and follow the parallel outdoor concourse. Go up the stairs or escalator on the right. Follow the sign to the Convention Center. The Level 2 entrance to the WSCTC's International Meeting Place, next to the courtyard with the Japanese bell, is open from 6am - 10pm. For after-hours access, see **[H4]**.

H4 **WSCTC Level 4 Freeway Park entrance:** From the courtyard with the Japanese bell, go up the stairs to the right of the bell. Turn left at the top of the stairs and walk straight ahead to the Level 4 entrance.

H5 **Crowne Plaza:** Exit the lobby and turn right to the 6th and Seneca intersection. Turn left and cross Seneca St., turn right and cross 6th Ave. Walk up Seneca and turn left into Freeway Park before you reach the Hubbell Pl. intersection. Walk north through Freeway Park, follow the footpath to the end and turn slight left to the path toward the Convention Center. Enter the WSCTC at the Level 4 entrance. Total walking time is about 7 minutes.

Restaurants

R1 **Inside the WSCTC -** *Level 1:* Espresso Café Dior, Juice It Café, Moby's Restaurant, Taco Del Mar, Unconventional Pizza. *Level 4:* Starbucks, Subway.

R2 Exhibitors' Hall Deli, WSCTC Exhibit Hall 4B

R3 Cyber-Dogs Internet Café

R4 Bambuza Vietnamese Bistro

R5 **Under the Arch -** Subway, La Crêperie Voilá

R6 Cheesecake Factory

R7 Starbucks

R8 Ruth's Chris Steakhouse (at the Grand Hyatt Hotel)

R9 Dragonfish Asian Café (at the Paramount Hotel)

R10 **Pacific Place Mall:** Gordon Bierch Brewery, Il Fornaio, Johnny Rockets, México, Tacone, Thai Ginger, Todai Japanese Buffet

R11 Von's Grand City Café (at the Roosevelt Hotel)

R12 **GameWorks (SAKURA-CON SPONSOR):** GameWorks Grill, Arena Sports Bar

R13 Fox Sports Grill

R14 **Westlake Center Mall:** P.F. Chang's China Bistro, Dilletante Mocha Café, *Food Court* with over 20 eateries.

R15 Terrace Garden (at the Red Lion Hotel)

R16 Elephant & Castle Restaurant and Pub (at the Red Lion Hotel)

R17 Palomino Restaurant Rotisseria Bar (at City Centre)

R18 Pike Street Café (at the Sheraton Hotel)

R19 **Union Square:** Blue Water Taco Grill, Chez Dave, Organic to Go, Pallino Pastaria, Starbucks, Tully's, Union Square Grill, World Fresh Asian Eatery, World Wrapps.

R20 Top of the Hilton Restaurant

R21 Benihana

R22 Regatta Grille (at the Crowne Plaza Hotel)

R23 **Rainier Square:** Crêpe de Paris, Rock Bottom Brewery, Dilettante Mocha Café, La Chatel Bakery, Market Fresh Deli, Medi Deli, Neuhaus Chocolates, Wild Tiger Pizza & Salads

R24 Wild Ginger Asian Restaurant

Celebrating 10 Years!

Shopping & Entertainment

S1 **WSCTC Level 1 shops & services:** Clay's Market & Sundries, The Coin & Stamp Shop, Seattle Shirt Company, FastSigns, FedEx Kinko's, Lotte Beauty Salon, The Massage Bar, Gold's Gym, Allied Health Clinic

S2 **Union Square shops & services:** AlphaGraphics, Ann Taylor Loft, Dimples Gifts & Sundries, Flexcar, Floral Masters, HomeStreet Bank, Key Bank, Marco at Two Union Square, Wine & Sprits

S3 GameWorks **(SAKURA-CON SPONSOR)**

S4 AMC Loews [Cineplex Odeon] Meridian 16 Cinemas

S5 Niketown

S6 Old Navy

S7 **Pacific Place Mall:** includes AMC Pacific Place 11 Cinemas. *Anime, manga & gaming interest:* Barnes & Noble Bookstore, EB Games

S8 Nordstrom

S9 **Westlake Center Mall:** *Anime, manga & gaming interest:* Suncoast Motion Picture Company, EB Games, Hot Topic

S10 The Gap

S11 Banana Republic

S12 Borders Books & Music *(Anime, manga & gaming interest)*

S13 **City Centre shops**

S14 **Rainier Square shops**

Members Survey

Look in your convention bag for the Sakura-Con Member Survey. If you complete it at Sakura-Con and turn it into Info Booth with your badge number listed on it, you will be entered to win a Zune. One entry per badge number. Winner does not need to be present to win and will be contacted via their registration information.

Area Guide

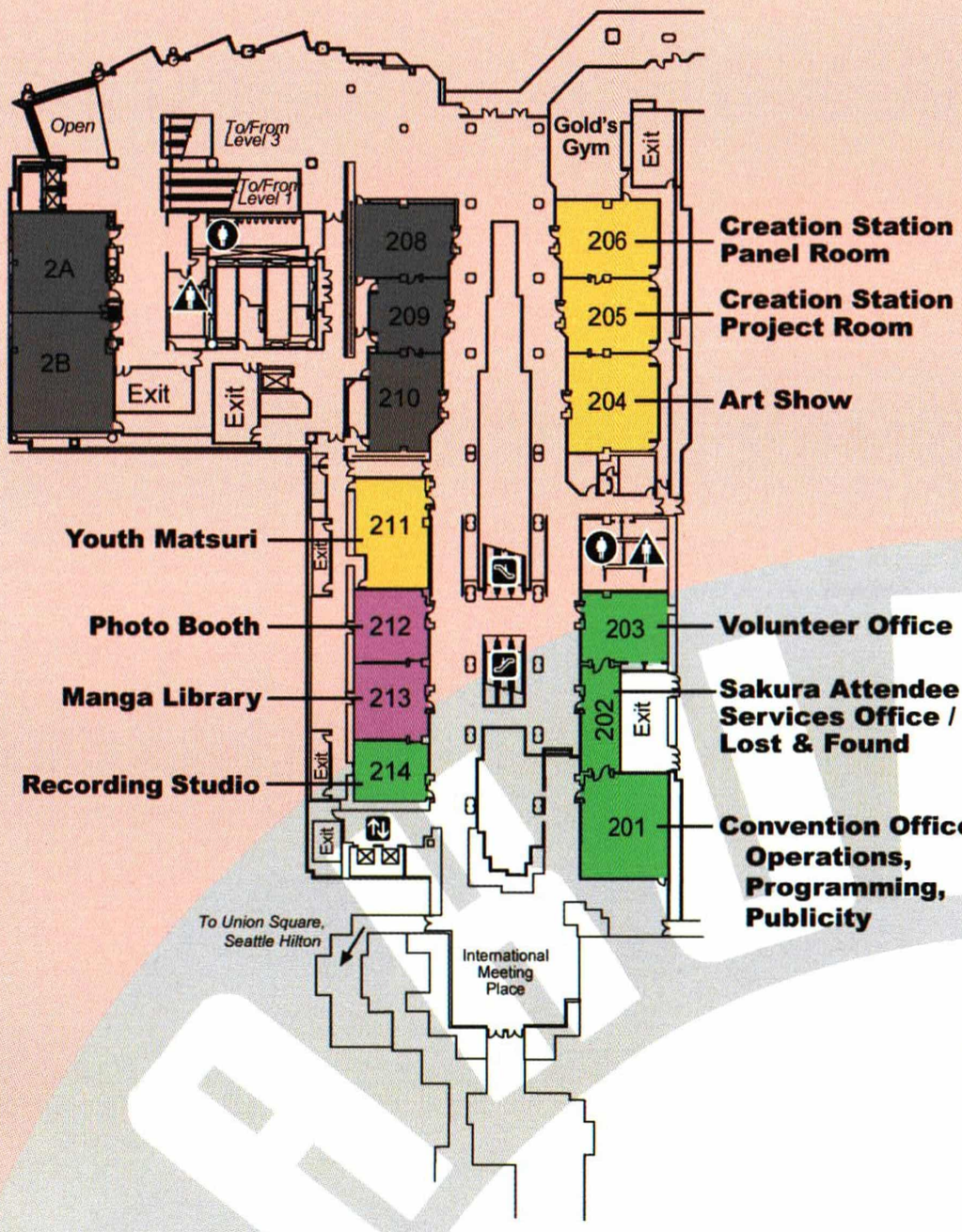
Sakura-Con 2007 - *The Anime Odyssey Continues...*

Washington State Convention & Trade Center
800 Convention Place, Seattle, WA 98101
April 6 - 8, 2007

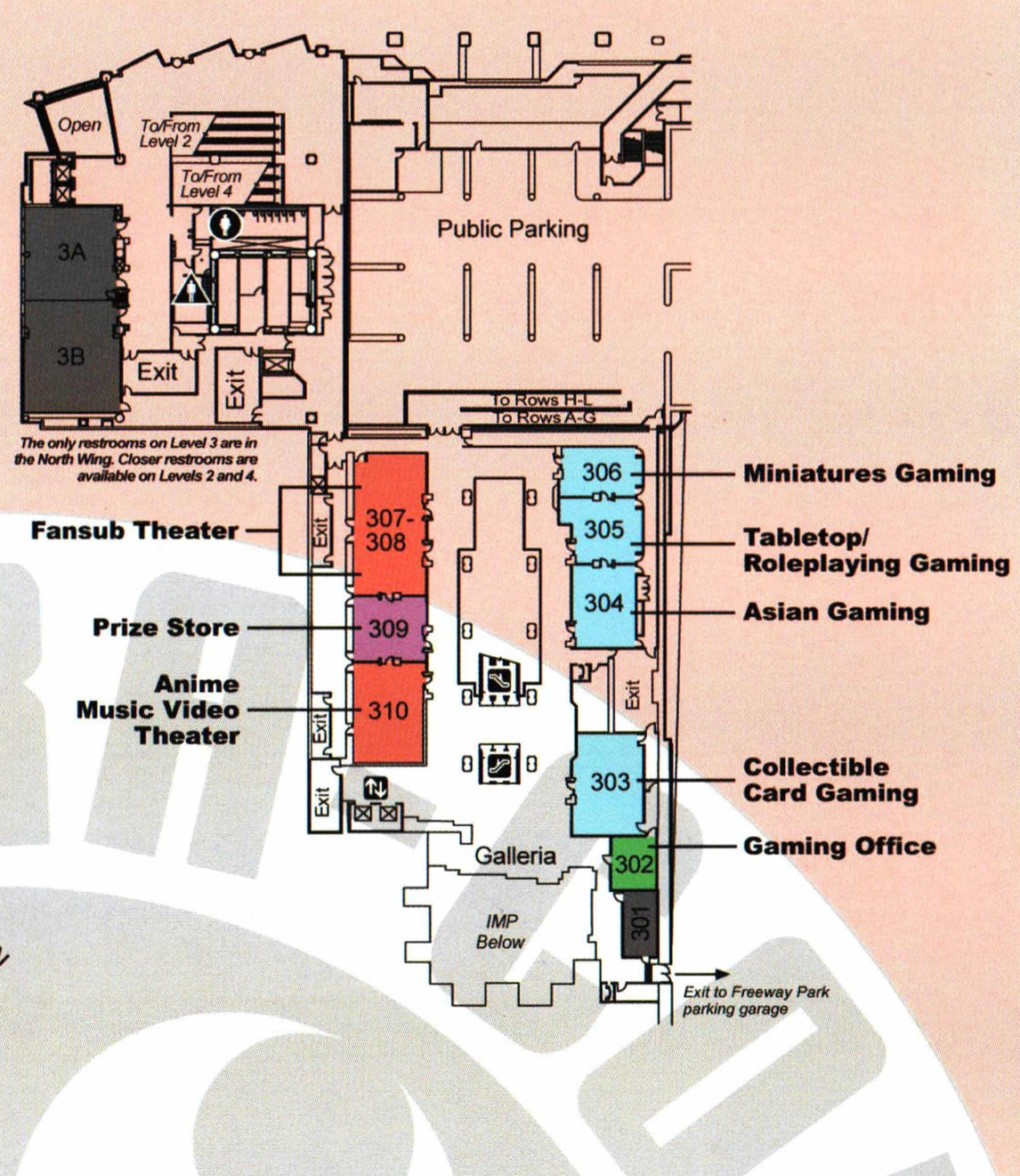
Legend

- Event and Panel Rooms
- Video Theaters
- Merchandise and Services
- Workshops, Arts and Crafts
- Video and Computer Gaming
- Tabletop Gaming
- Sakura-Con offices
- Rooms not accessible by attendees
- Men's restrooms
- Women's restrooms
- Escalators to level above/below
- Elevators accessible by attendees
- Pay phones
- First Aid Station (Level 6)

Level 2: Arts and Crafts, Creation Station, Staff Offices



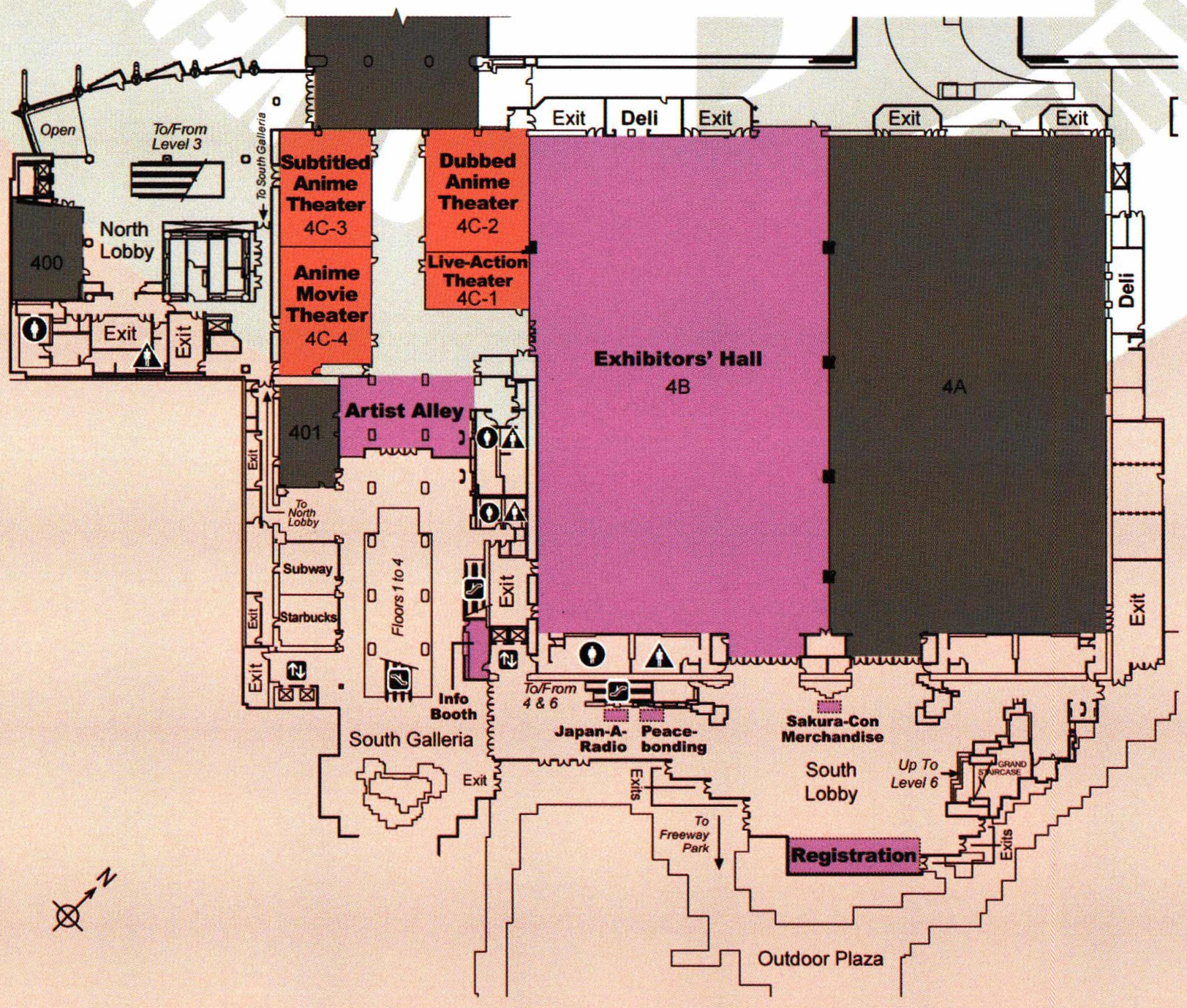
Level 3: Tabletop Gaming, Fan Video Theaters



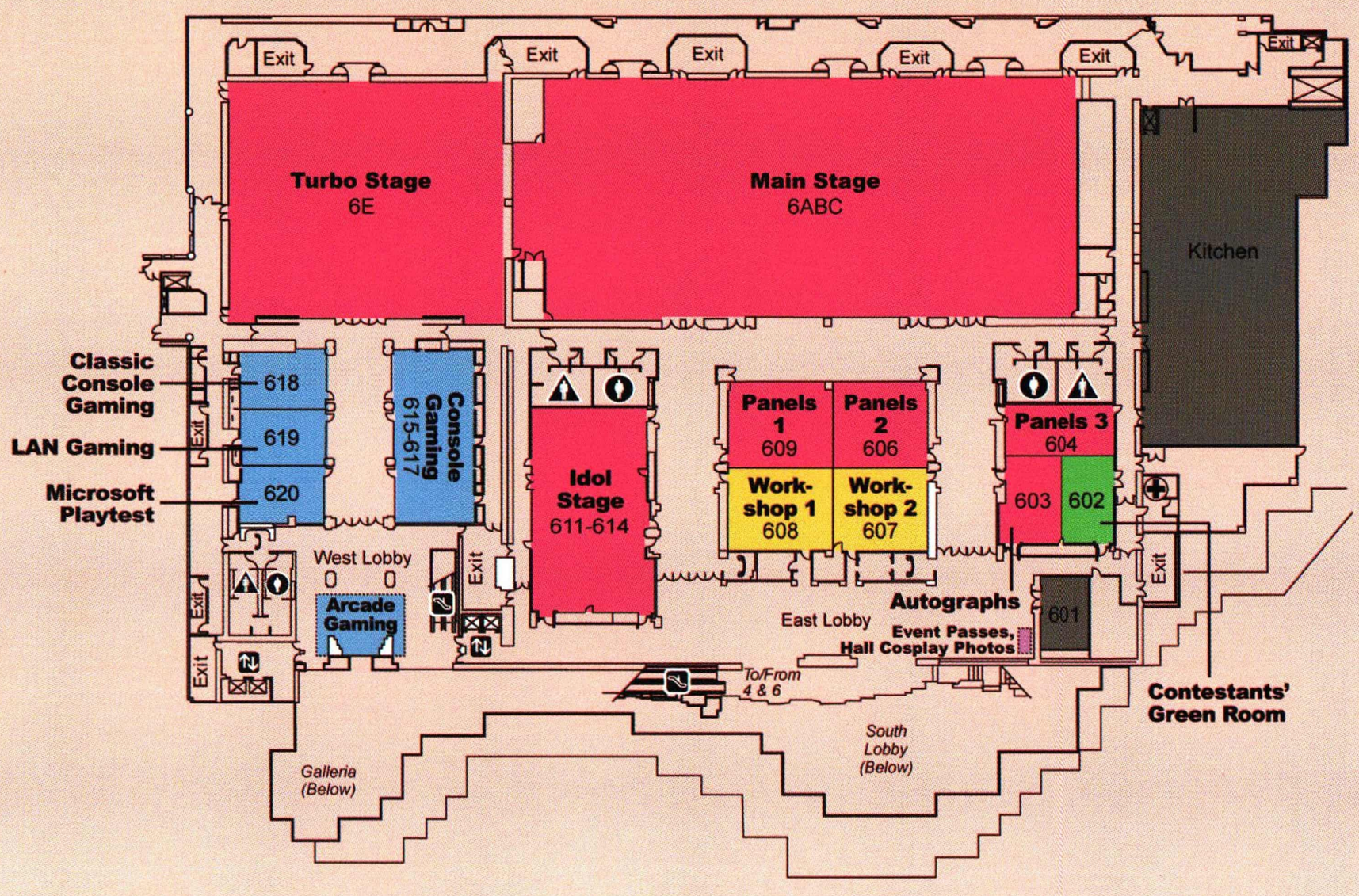
Convention Center Maps

Celebrating 10 Years!

Level 4: Registration, Main Video Theaters, Artist Alley, Exhibitors' Hall



Level 6: Main Events, Panel Rooms, Autographs, Video & Computer Gaming



Convention Center Maps

Autographs

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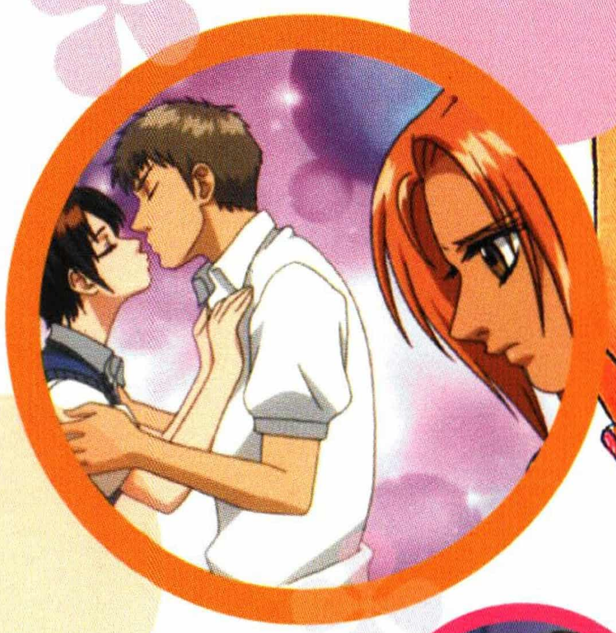

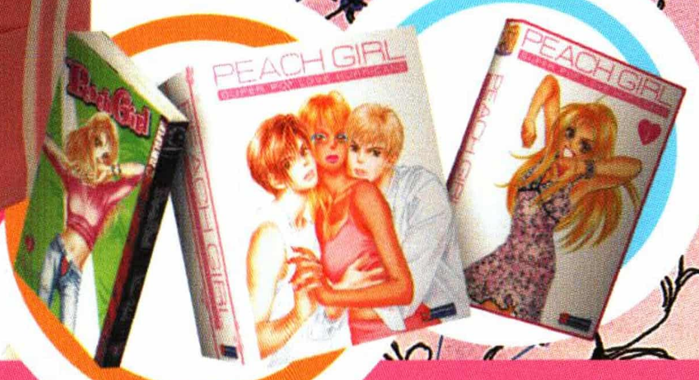

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